



BLUTHEIDEN

AGE 13+

1ST ORIGIN

Rulebook Version 5.1

WELCOME TO A FANTASTIC WORLD

Bluthelden® is a complex Trading Card Game, created by players for players. In the first edition *Origin*, you enter the legendary world of Leros. Choose one of four Sovereigns, lead your characters into battle, and use tactical maneuvers to gain glory and honor.

Note: This Rulebook Version 5.1 is based on the current edition *Origin*. Errata, card corrections, and rule clarifications can be found here in the future:

bluthelden.com/pages/kartenspoiler



Tips for Getting Started

As already mentioned, Bluthelden® is a demanding Trading Card Game with many tactical elements and great depth.

A comprehensive rulebook already exists.

For beginners, we recommend first becoming familiar with the basic functions of the game. Play your first matches with your playgroup in open play – this means every player may look at each other's cards.

By taking turns together and playing openly, you'll quickly learn from one another. We have invested countless hours into the game, its development, the rules, and the fantastic world of Leros.

Community and Updates

In the future, we will regularly publish new, revised versions of the rulebook. If you discover errors, unclear passages, or have suggestions for improvement, don't hesitate to contact us at any time via email or WhatsApp. Only together with the community can we perfect the game! Building Worlds Together The rules are based on **Version 5.1**. However, there will always be game situations that we have not yet anticipated. Here too, we look forward to your feedback and support.

The first edition *Origin* is already a complex game, designed and tested by experienced players. If you are new to Trading Card Games and find certain parts of the rules or gameplay challenging, here is an important piece of advice: Bluthelden® is meant to bring joy and fun above all else. It is not worth arguing! Work out unclear situations together and settle them fairly. That is what Bluthelden® is about – we want cheerful and lively communities!

For all questions, we are also happy to help you on our **Discord:**

<https://discord.gg/Sk9yNDT7>



SHORT INTRODUCTION FOR BEGINNERS

Bluthelden® is a turn-based tactical Trading Card Game.

Players take turns, with each round consisting of: - the Start of the Round, - the Main Phase of Player 1, - the Main Phase of Player 2, - the Combat Phase, - and the End of the Round.

In the Combat Phase, everything happens in order of initiative of the characters within their respective combat zones. Each combat zone is resolved separately and in sequence.

The shared phases, the focus on turn order (Initiative) of the characters, and the interaction of the cards on the field create the special tactical depth of Bluthelden®.

At first, focus only on the basic structure of the game and the core rules.

Feel free to leave out more complex functions of characters and spells in your first games.

Once you grow more confident, you can expand the functions and abilities of the cards – until you rise to become a true, legendary Blutheld!

And now: Have fun!

Welcome to a Fantastic World.

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DIE SPIELVORBEREITUNG

Game Preparation:

Each player chooses 1 Sovereign and 1 Rune for their deck. These cards are already placed at the start of the game in their designated spots on the playfield (Sovereign in the Sovereign Slot, Rune in the Rune Slot). All cards of the Pool Deck are placed in the appropriate Pool area. The same applies to the cards of the Spell Deck.

- The cards in the Pool must have the Pool icon.
- They may only consist of cards in the color of the chosen Sovereign and Equilibra cards (gray).
- Pool cards may also be included in the Spell Deck, as long as they have ASP costs.
- Resources may not be placed in the Spell Deck.

Before the game begins, each player may search the opponent's Pool Deck and check for correctness.

This starting setup is shown on [page 9](#).

Game Start: The game begins with a dice roll or coin toss. The winner may later decide whether they want to begin the round or let their opponent have the first turn. Both players draw 6 cards from their Spell Deck. Each player may then decide whether to keep their hand or perform a Mulligan.

Mulligan

With a Mulligan, a player may set aside any number of cards from their hand and then draw the same number from the Spell Deck. Afterwards, the set-aside cards are shuffled back into the Spell Deck. A Mulligan may only be performed once, and only at the very start of the game.

The winner of the random roll now decides whether to take initiative and thus act first in Main Phase 1, or instead to become active in Main Phase 2. Once the starting hands are finalized, each player draws 1 more card from either the Spell Deck or the Pool Deck. Both players now begin the game with 7 cards in hand. The round then begins with Main Phase 1 of the initiative player.

Additional Draw Rules

- At the beginning of each new round, at least 1 card must be drawn.
- Players with two or fewer cards in hand may draw 2 cards.
- With three or more cards in hand, only 1 card may be drawn.

Cards may be drawn from either the Spell Deck or the Pool Deck.

GAME PHASES

A round in Bluthelden® is divided into 5 phases, which again follow in sequence:

1. Start of the Round
2. Main Phase 1 (player with initiative)
3. Main Phase 2 (player without initiative)
4. Combat Phase
5. End of the Round



Start of the Round

At the beginning of the round, all turned cards are untapped and 1 card is drawn. This applies to both players simultaneously.

Then check which character on the battlefield has the highest Initiative.

The player who controls this character becomes the initiative player for the round. If there is a tie, the player who had initiative in the previous round remains the initiative player.

Steps in this phase:

1. Untap and apply “start of round” effects
2. Draw cards
3. Initiative check

No cards from hand or abilities may be played in this phase (no player receives priority). Only effects that explicitly trigger at the start of the round are resolved.

Main Phase 1

The player with initiative is the active player in Main Phase 1. They may play any type of card from their hand, activate abilities, and perform actions (such as moving a character using Move) if they can pay the costs.

The non-initiative player is not active in this phase. They may not play cards from their hand, but they may use abilities of their cards already on the battlefield. Exceptions are cards that explicitly state they can be played at any time (e.g. Surge).

Main Phase 2

The player without initiative is the active player in Main Phase 2. They may play any type of card from their hand, activate abilities, and perform actions if they can pay the costs. The initiative player is now the non-active player and may not play cards from hand, but they may still use abilities of their cards on the field. Again, exceptions are cards that specifically state they may be played at any time (Surge).

Combat Phase

After Main Phase 2 comes the Combat Phase. It begins by checking which character in the War Zone has the highest Initiative.

For this comparison, all characters are considered:

- Characters in the War Zone,
- Bound characters in the Safety Zone,
- Characters with Ranged Combat in the back row.

The player controlling the character with the highest initiative becomes the active player and may declare combat actions (see section “Combat”) and activate abilities first. No hand cards may be played during the Combat Phase, unless the card text explicitly allows it.

Initiative is resolved lane by lane, descending within each lane until all characters have acted. Then the next lane is resolved, beginning with the highest initiative there, until all lanes are finished.

After the Combat Phase, the game proceeds to the End of the Round.

End of the Round

At the end of the round, the player who had initiative at the beginning of the combat round gains priority first to use abilities, Trainings, and Spell cards from their hand. If they pass, priority goes to the non-initiative player. Then priority passes back and forth until both players decline further actions. Other hand cards may not be played in this phase.

If no further actions are taken:

1. Discard down to the maximum hand size of 8 (e.g. with 9 cards, discard 1; with 10, discard 2, etc.).
2. Unused ASP are lost and no longer available.
3. Effects lasting “until end of round” expire.

If this causes new effects, resolve them and repeat step 3. Example:

A character received +2 HP temporarily. This kept it alive during the round. Once the effect ends, the character now has damage equal to its original HP and is sent to the graveyard.

The round then ends, and the next round begins with the Start of the Round.

GAME BOARD & ZONES

The battlefield of Bluthelden® is divided into two main areas where characters may be played, and vertically into three rows, called Lanes. In addition, there are areas for non-character cards, as well as the Pool, Spell Deck, Graveyard, and the Banished Zone.

The following sections describe each area in more detail:

Lanes

There are three lanes in total in Bluthelden®. They stretch from your Safety Zone, across your War Zone, into the opponent's Safety Zone. On the playmat, they are visually separated by vertical lines (see page 9). Many abilities and spells refer to "the same lane," meaning they only affect cards in that specific lane. The division into lanes adds tactical depth to Bluthelden®.

Important: Characters may only be played into lanes where the resource slot is already occupied by one of your resources. Placing a resource opens that lane for characters.

War Zone

Each lane has a War Zone. Together, the three War Zones form the Combat Zone. On your side, a maximum of 2 characters may be placed in each War Zone. Combat actions may only take place between War Zones of the same lane.

Safety Zone

The Safety Zone is divided into two horizontal rows:

- The **Back Row**, directly behind the War Zone, offers 2 slots per lane. Characters with Ranged Combat can perform ranged attacks from here.
- The **Resource Row**, directly below, provides 1 slot per lane for a Resource and 1 slot for a Binding

Character. Characters with the "**Binding**" ability are only considered bound if placed directly next to the resource in this slot. Characters in the Safety Zone cannot perform combat actions and cannot be chosen as the target of an attack.

Permanent Slot

This area is for permanent cards (non-character cards or cards attached to other permanents). It is located beneath the Safety Zone.

Banished Zone:

Above the Pool Deck is the Banished Zone. Cards placed here are permanently removed from the game by Banish effects.

Graveyard:

The Graveyard holds all destroyed cards, as well as all non-permanent cards after they are resolved.

Note: Tokens are not placed in the Graveyard – instead, they are removed from the game once they leave the field.

Rune-Slot: The chosen Rune is placed here.

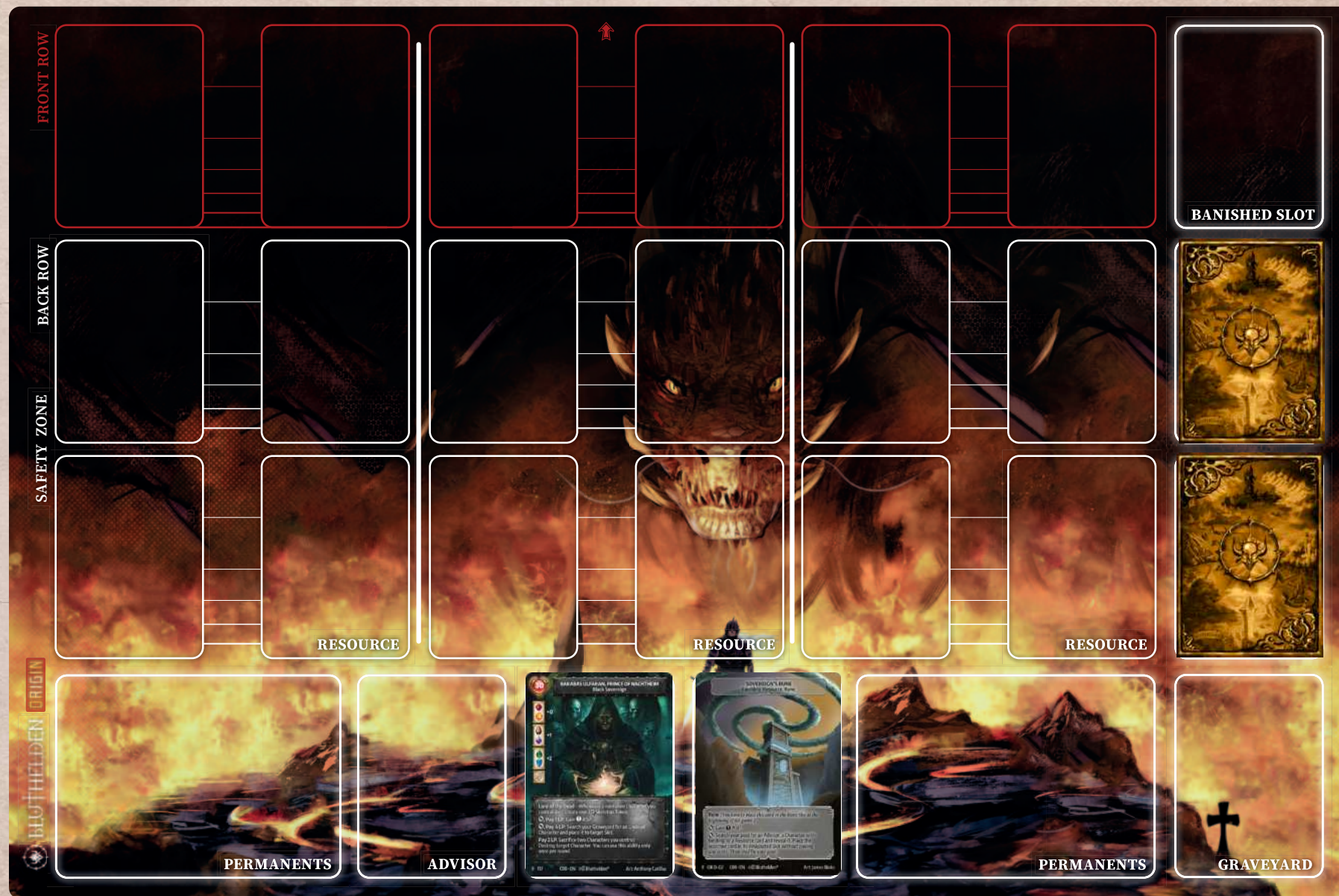
Sovereign-Slot: The Sovereign is placed here at the beginning of the game.

Advisor-Slot: A character with the type Advisor is placed here.

Pool-Slot: The zone for your Pool Deck, above the Spell Slot.

Spell-Slot: The zone for your Spell Deck, above the Graveyard.





DIE KARTEN

Pool

This card can be part of the Pool Deck. If played into the Pool, it must match the color of your Sovereign or be an Equilibra card with the Pool symbol. Pool cards of all colors may be played in the Spell Deck, as long as they have ASP costs.

ASP / Additional Costs

Indicates how many Astral Points (ASP) you must pay to play the card. If you play the card under a Sovereign of a different color, these are the extra costs.

Resistance

This value shows the level of resistance the character has. A character is immune to spells with a lower magic value.

Initiative

Determines when a character acts during the Combat Phase. With an initiative of 0, a character cannot perform combat actions or movements.

Magic Value

Indicates the strength of a spell or ability. The magic value must be equal to or higher than a character's resistance in order to target it. If no magic value is listed, resistance does not need to be considered.

Charakter Karte



Binding

Allows binding of cards to resources – usually to generate Astral Points.

Rise

Some characters can level up and gain new abilities.

Level

Shows the hero level of the character.

Power/Health Points (Strength / Life Points)

Shows how much damage a character deals, and how much damage it can take.

Rarity

The rarity of a card determines how many copies are allowed in a deck (see section “Deck Construction”). There are four rarity levels in Bluthelden®.

CARD TYPES & ABILITIES

In Bluthelden®, all cards are called “Spells.” There are different card types introduced in the first edition Origin, including: **Artifact**, **Characters**, **Trainings**, **Rituals**, **Miracles**, **Spells**, **Sovereigns**, **Rune**, **Advisor** & **Resources**.

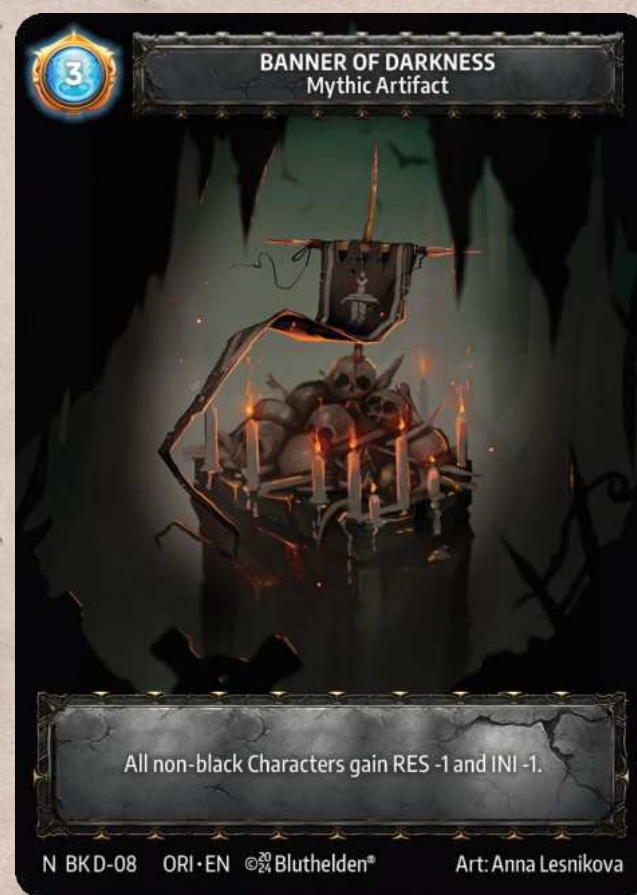
The card type determines when a card can normally be played from the hand:

Own Main Phase: All card types, Opponent's Main Phase: None, Combat Phase: None, End of the Round: Trainings and Spells.

Known 4 cards, Known, **K**



Noted 3 cards, Noted, **N**



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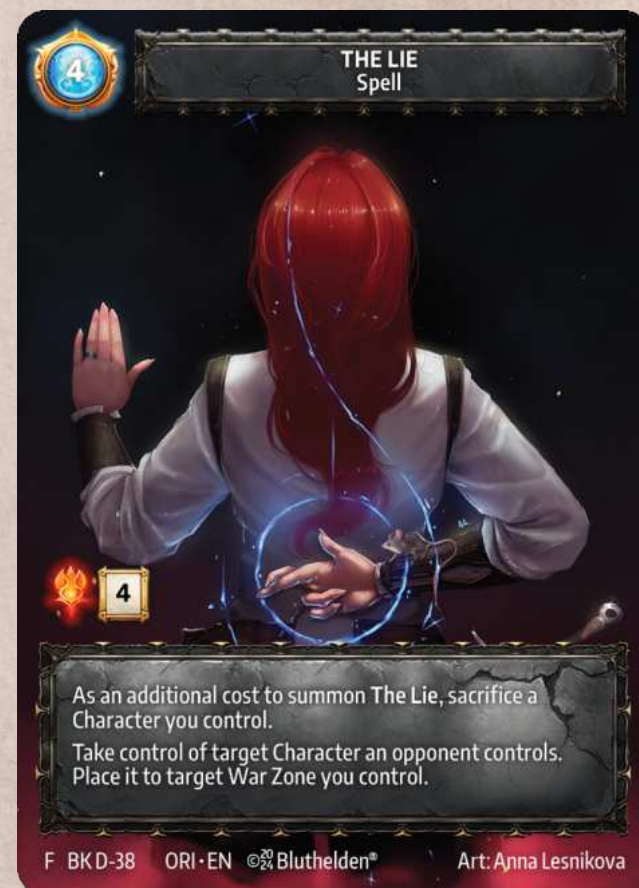
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Legendary 2 cards, Legendary, **L**



Fabulous 1 card, Fabulous, **F**





PLAYING CARDS

Gaining Astral Points (ASP)

To play cards from your hand, you must pay their costs. Costs consist of the base cost (top left on the card) plus any additional costs. Astral Points may be generated from different sources, usually from:

1. Sovereign abilities
2. Resources
3. Characters with Binding
4. Artifacts

The generation of Astral Points follows the normal rules for activating abilities. Once generated, ASP remain available until the end of the round. Unused ASP expire at the end of the round.

Steps to Play a Card

Playing a card from your hand goes through the following steps:

1. Determine the cost
2. Pay the cost (including any additional costs)
3. Choose the target slot (if a permanent card)
4. Choose targets (if required)
5. Place the card onto the Reaction Chain at the top position

When the card resolves, its effect takes place:

- A permanent card enters the battlefield
- A spell card goes to the graveyard after resolution

THE REACTION CHAIN

In Bluthelden®, all game actions are resolved through a Reaction Chain. The general principle: every action can be responded to. The player with priority may always add something to the chain, for example by playing a card or activating an ability. Once the associated costs are paid, the card or ability is placed at the top of the chain. If the active player wants the chain to resolve, they must pass priority to the opponent. The opponent may then add something to the chain. If they choose not to, the top entry of the chain resolves (Last In, First Out principle). When the chain is empty and both players pass consecutively, the game moves to the next phase.

Summary:

- Every action goes onto the chain.
- The active player must pass priority for resolution.
- The non-active player may respond by adding to the chain.
- If both players pass, the top entry resolves.
- Then priority returns to the active player.
- If both players pass on an empty chain, proceed to the next phase.



CARDTYPES

The Sovereign

Sovereigns are the central starting point for Bluthelden decks. The Sovereign's color determines which cards may be placed in the Pool (only cards matching the Sovereign's color) and what additional costs apply when playing spells of other colors. They also have unique abilities. Sovereigns do not count as characters, and therefore have no Initiative, Resistance, Power, or HP.

Instead, they have Life Points, shown in the top left of the card. If your Sovereign's life points are reduced to 0, the game ends and your opponent wins. You always begin the game with your chosen Sovereign in the Sovereign Slot.

Only 1 Sovereign may be used per deck.



Sovereign-Karte
„Kaelal Shamal, Shaman King“



Rune-Karte „Sovereign's Rune“

Examples of Sovereigns:

LORD OF THE DEAD – Black Sovereign

Whenever a non-token character you control dies, create a 2/2 Skeleton Token.

FORCE OF NATURE – Green Sovereign

Normally, up to two characters may be placed in a War Zone. With Force of Nature, up to three characters may be in one War Zone. (The playmat visually shows only two slots, but three cards may be placed side by side.)

CONTROL – Orange Sovereign

Masters of shadow and spirit magic. They can invade opponents' thoughts, control them, or summon Shadow Tokens to instill fear. Fear effects negatively impact targeted cards.

HEALING & ANTI-MAGIC – White Sovereign

The white Sovereign and their ancestors have ruled the southern lands for centuries, defending against blood mages, demon pact-makers, and other horrors. They wield the power of healing, and their royal guard are among the most honorable warriors of Leros.

Rune

You begin the game with the Rune you selected for your deck. Only one Rune is allowed per deck. At the start of the game, the Rune is placed in the Rune Slot. The Rune counts as a Resource, and its abilities can be used at any time. If the Rune's ability is used to bring resources from the Pool, this counts towards the limit of 1 resource per round that may be played.

RESOURCES

Resources usually generate Astral Points (ASP). They may only be played into the Pool. On the playfield, they are placed in the Resource Slot of the Safety Zone.

- Only Level 1 Resources may be played into an empty resource slot.
- Since resources have no ASP costs, they may be played for free from hand.
- Each player may play at most one resource per round (whether from hand or through a Rune ability).

Placing a resource into a slot also opens that lane, allowing the player to play characters there. Level 2 Resources require a Level 1 Resource underneath them. The Level 1 Resource is then sent to the graveyard. Only once a Level 2 Resource is in play may Level 2 Characters be played (at that point, they may be played in any lane). Resource abilities can be activated at any time, provided their costs are paid.

Note: A character is only considered bound if it has the Binding ability and is placed directly next to a Resource in the same row

Icon for POOL

Resource card : Binding



Icon for LEVEL

Icon for BINDING

Advisor Position // Advisor (Permanent Card)

An Advisor is a special form of the character. Only one Advisor per player may be on the field. The Advisor is placed in the Advisor Slot. It does not have Initiative or Power/HP. However, it does have a Resistance value. Some Advisors can also be played in the Pool.

Artifact (Permanent Card)

Artifacts can be played for their ASP costs. Once they are on the field, their abilities can be used, or their effects apply. In the rules, they are placed in the zone for permanent cards (Permanents).

Training (Permanent Card)

Trainings are usually played on other permanent cards. They lose their effect as soon as they leave play. Trainings that can be applied to opposing characters show a Magic Value. Only if the Magic Value is equal to or greater than the Resistance of the targeted character may the Training be attached to the character.

If the Resistance is higher, the Training is ineffective and goes to the Graveyard.

If multiple characters are affected, each one is checked individually to determine if an effect is applied.

Character (Permanent Card)

The heroes of Bluthelden® are character cards. They play a central role in victory and defeat, as they are the only ones allowed to perform combat actions.

A character has a name, resistance, initiative, as well as Power/HP values.

The Advisor is a special form of character, already described above. Characters must always be placed in a slot in the War Zone or Safety Zone. The basic requirement for this is that there is already a resource in the same lane. Characters also show a Level. To be able to play a character, at least one resource of equal or higher level must be present on your side. A Level 2 character cannot be played until a Level 2 resource is in play. Beneath the name of the character, additional specifications are listed, such as species (e.g. Human, Undead, etc.).

Some characters also carry the keyword "Epic." A player may only play one such card per lane. If a character with Epic of the same name is played by both players in the same lane, both cards are placed face down. This player must then decide which of the two remains in play. The abilities and characteristics of the characters will be explained in more detail below.



Epic

Some permanent cards have the keyword "Epic." A player may only control one Epic card per lane. If a second card with Epic of the same name is played into the same lane by a player, the player must place both cards face down and decide which one remains in play. The other card is sacrificed.

Ritual (Permanent Card)

Rituals are permanent cards that trigger an effect when they enter the battlefield. The respective effect and additional properties are described on each Ritual card. They are placed in the zone for permanent cards (Permanents).

Mythic

Some permanent cards also have the keyword "Mythic." A player may only control one card with Mythic on the battlefield at a time.

If another card with Mythic of the same name enters the battlefield, the player must decide which one of the two cards remains in play. The other card is sacrificed.

Playmat Permanents-Slots



Artifact-card „Ring Of Might“



Character-card „Baal, The Necromancer“



Miracle-card „Flying Swords“



Sovereign-card
„Sirunian Seehoff, King of Falkenheim“

SPELLS

Spells are cards that carry the type “Spell.”

After resolving, they are placed into the Graveyard.

Whether or not a spell has an effect on an opposing character depends on the Magic Value of the spell and the Resistance of the target. Spells may be played only during the main phases or at the end of the round from hand.

Magic Value vs. Resistance

If the Magic Value is equal to or greater than the Resistance, the spell’s effect applies. Artifacts or other permanent cards may also have a Magic Value. In those cases, they are treated like spells with regard to Resistance. If the effect only applies when the Magic Value is higher, but not when it is lower, then the effect will not apply to a target with higher Resistance.

If the effect text ignores Resistance, then the Magic Value comparison does not apply.

All cards of this type are labeled as “Spell.”

Miracles

Some spells in Bluthelden® Origin have the keyword “Miracle.” This is a special form of spell which represents the unique abilities of Sovereigns. Each Sovereign has at least one Miracle spell assigned to them. Apart from this, Miracle spells are treated like normal spells.

Token

Tokens are representations of effects generated by cards. They do not come from the deck or the pool. The card text specifies what type of token is created (e.g. a character token). Tokens are placed directly onto the battlefield in the designated slot. If a token leaves the battlefield (for example, when destroyed or banished, or if it is returned to the hand or the Safety Zone), it ceases to exist.

Instead of going to the graveyard, a token is removed from the game.

Spell-Karte „Light of Retribution“



Spell-Karte „Exodus“

ABILITIES & TRAITS OF CHARACTERS AND CARDS

Use of Counters

In Bluthelden, numerous counters are used to represent different conditions or attributes. These markers are placed on the respective permanent card and are part of the game. When a permanent card leaves the battlefield, all counters on that card also leave the game.

Damage

Damage that a character takes can be marked on the card with dice. The shown number indicates how many HP (Health Points) the character has lost. If the damage on the character is equal to or greater than its HP, the character is destroyed. This is not considered counters. If, for example, a character advances via Rise, its wounds are completely regenerated.

The most important counters are:

Condition counters

Conditions are represented by a corresponding counter. For example, a Poison Counter indicates the condition “poisoned”. A character can have multiple condition counters; whether a condition stacks or has additional effects more than once is explained with the respective condition.

Moving Characters (Move)

If a character has at least Initiative 1, it may perform the action “Move”. To do so, the character is turned and may move one slot within the same lane. For example, if it is in the Back Row of the Safety Zone, you can move it to the War Zone; you may also pull it back from the Back Row to the resource, etc. The destination zone must have a free slot for the character.

If “Move” is used during the Combat Phase, this can only occur when the character is due according to its Initiative.

Action abilities of characters

All characters may use their abilities as soon as they are in play. The same applies to combat actions (Attack, Block, Ranged Combat and Move). Abilities that require turning can also be used immediately.

Special case:

If a character enters the battlefield during the Combat Phase, it may not use Attack or Ranged Combat. All other actions remain allowed.

Moving Characters (Move)



OVERVIEW OF ABILITIES AND KEYWORDS

Binding

Characters with Binding can be bound to resources. To do this, place them in a free slot in a Safety Zone that has a resource. The binding remains as long as the character stays next to the resource. While bound, abilities that require a binding may be activated (usually to generate ASP).

Banishing

With this ability, a character or another card can be removed from the game. The banished card does not participate in the game as long as the effect is active—it is placed in the Banished Zone.

Fear

Some characters can cause fear when they enter the battlefield. For each affected character, roll a d6; if the result is equal to or greater than the character's Resistance, it becomes turned and does not unturn at the beginning of the next round.

First Damage

Normally, fighting characters deal their damage simultaneously. Characters with First Damage deal their damage before characters without First Damage.

Flying

Characters with Flying can only be blocked by other flying characters or characters with Skyguard.

Skyguard

This ability allows a character to block flying characters even if it does not have Flying itself.

Blood Rush

A character with Blood Rush receives a bonus to its Power and HP (+X/+X). However, at the end of the round it must be removed from the game (banished) if it is still on the battlefield.

Target Strike

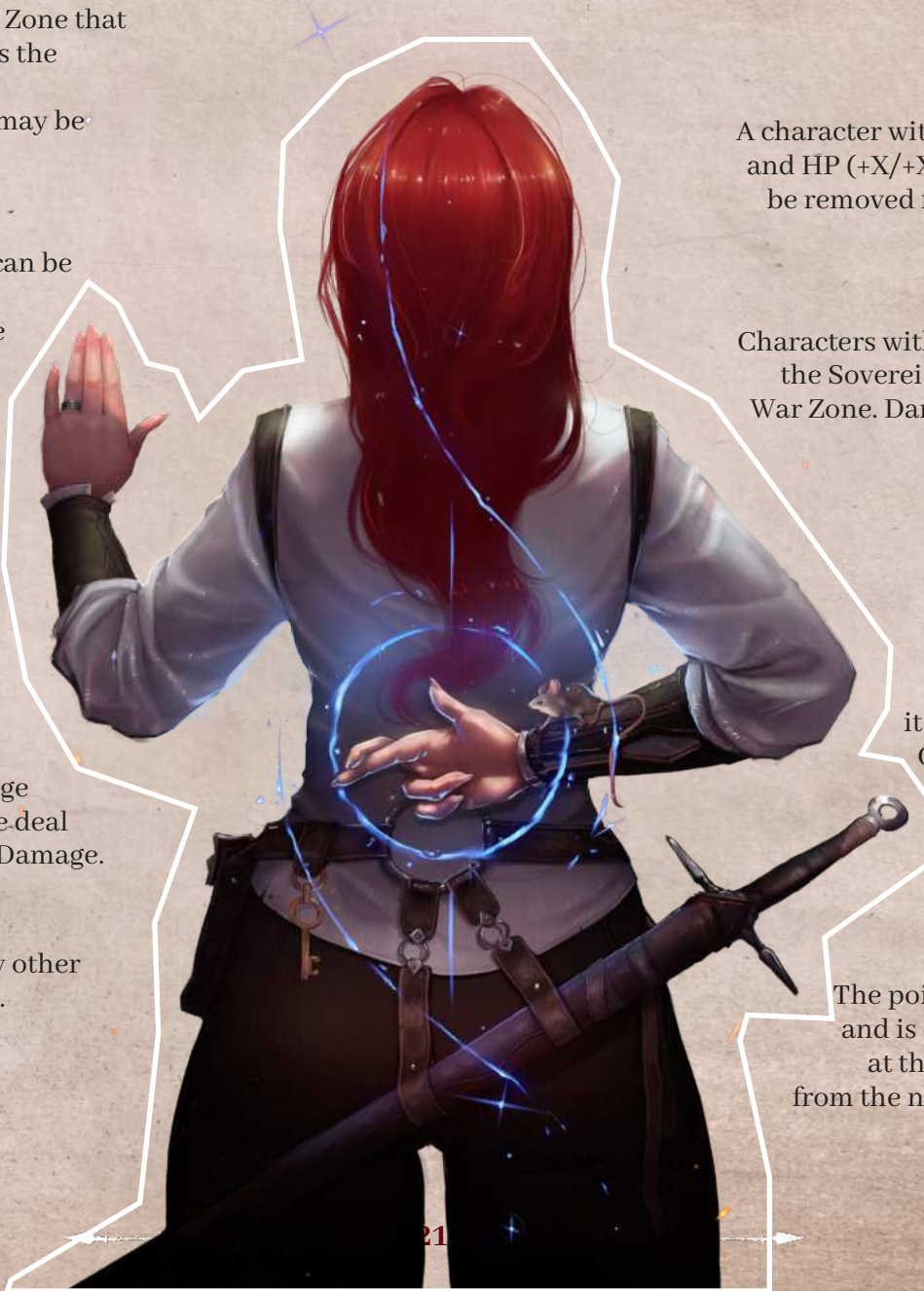
Characters with this ability may, instead of only attacking the Sovereign, also target characters in the opponent's War Zone. Damage is dealt according to the normal combat rules.

Poison

Characters with Poison can poison other characters by dealing them damage (a single point of damage is enough). The poisoned character receives a Poison Counter and is considered poisoned—it receives 1 damage at the beginning of each Combat Phase starting from the next round after the poisoning was inflicted.

Protective Shield

Characters with Protective Shield can poison other characters by dealing them damage (a single point of damage is enough). The poisoned character receives a Poison Counter and is considered poisoned—it receives 1 damage at the beginning of each Combat Phase starting from the next round after the poisoning was inflicted.



Stun

The stunned character is turned and does not unturn at the beginning of the next round.

Hideout

Characters with Hideout may be played face down for 2 ASP (card image face down) into an opposing War Zone. They may be turned face up at any time by paying the costs specified on the card text—in this case the card moves into a free slot in the same lane in your own War Zone. If no free slot is available, the character must be sacrificed. If the opponent plays a character onto the slot occupied by Hideout, the hidden character must be revealed and is then sacrificed—if turning it face up causes effects, those are triggered.

Rise

Characters with Rise can ascend to a higher level. Pay the costs and meet the conditions listed with Rise. Then you may search your Spell Deck for the character card named in the Rise ability and put that character into play in the same spot. All counters (condition counters, etc.) on the ascending character are transferred to the searched-out character. Afterwards, the original character is sacrificed. If the original character is no longer in play after Rise has been activated, the higher-level character may still be put into play—only the transfer of counters and the sacrifice of the original character are omitted.

Speed

Characters with Speed are not turned when they perform a combat action. They are still limited to only one attack or one block per round.

Defender

A character with Defender is not turned when performing a block action. It is still limited to only one block per round.

Two-handed Combat

Characters with this ability can perform two combat actions. This means they can declare two attacks. Both attacks happen simultaneously; each combat action/attack can be blocked by one opposing character. A character with Two-handed Combat may also declare only one attack and keep the second action available for blocking. If it has not acted and has not declared an attack, it can also block twice.

Unblockable

An unblockable attacking character cannot be blocked by other characters.

Punch

If a character with Punch deals more damage to another character during an attack than that character can withstand according to its current HP, the excess damage is dealt to the defender's Sovereign. Each damage marker beyond the target's HP becomes one damage point to the Sovereign.

Bloodmage

If ASP are generated from a source with the Bloodmage ability, those ASP may also be used to create a Blood Trinket Token, which is an artifact with: "Turn, sacrifice this token: Gain 1 ASP".

Regeneration

Regeneration removes damage markers from characters in the amount indicated by Heal. If there are no damage markers on the character, the regeneration has no effect.

Barrier

Barriers can be played into a combat zone, but may only block if you have no other characters of your own in the same War Zone. They do not occupy a slot for characters in the War Zone. Attackers must attack the barrier as if they had Target Strike.

Further abilities : bluthelden.com/pages/kartenspoiler

COMBAT

In the Combat Phase, characters may perform one combat action according to their Initiative. These actions can be: Attack, Block, Ranged Attack, or Movement (Move). Initiative is always resolved lane by lane in full before characters from another lane may perform combat actions. That means: all characters in one lane are considered, starting with Initiative > 0, and if they are in a War Zone or in the Back Row and have the ability Ranged Combat. If several characters have the same Initiative, the player's round order decides which character with the same Initiative begins the round. After Initiative is determined, the character with the highest Initiative becomes the acting character, and the lane in which it is located becomes the active lane (this is where the combat takes place until all acting characters there are finished).

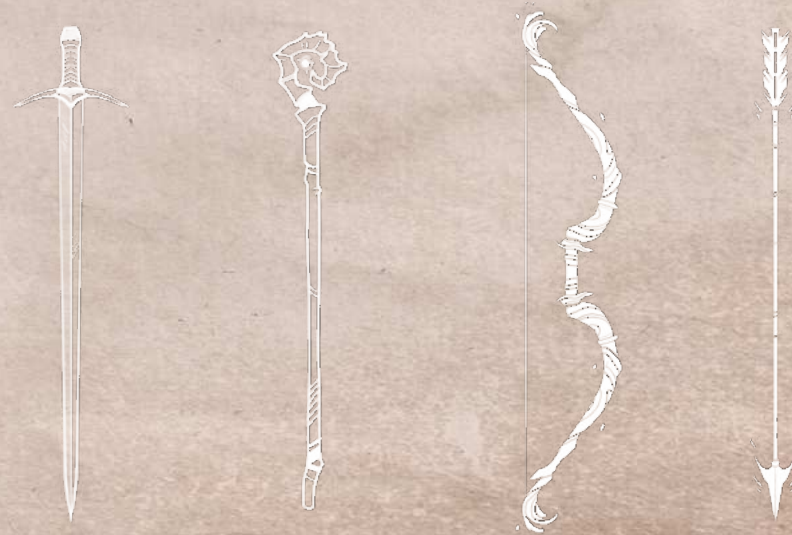
The player who controls the acting character receives Priority. This means that he may decide whether the character performs an action, uses an ability, or does nothing. The opponent also receives Priority in the Reaction Chain and likewise decides which action to perform or which ability to activate. If both players pass, then the acting character must perform its combat action. In most cases, the characters are turned for this purpose. Then the active player again receives Priority – followed by the non-active player. If both pass, the defending player must decide whether to perform a block with a character in the same War Zone. Before damage is assigned, both players receive Priority again, starting with the active player.

Important: The character is turned for the combat action Attack, Block, and Movement. This lowers Initiative and Resistance. A turned character can no longer perform combat actions. Each character has only one combat action available per Combat Phase. An attacking character always attacks the opponent's Sovereign. However, it can be blocked by a character in the same War Zone. If the character is not blocked, the Sovereign takes damage equal to the attacker's Power. If the character is blocked, the characters deal damage to each other equal to their Power – HP is reduced by the corresponding amount. If a character's HP reaches 0, it dies and is placed in the Graveyard.

Ranged Combat

A Ranged Combat (Ranged Attack) may only be made from the Back Row (2 slots in the Safety Zone per lane).

The Ranged Combat attack may only target characters in the War Zone of the same lane. Since Ranged Combat is a combat action, it may only be used when the character becomes the acting character according to the Initiative order in the Combat Phase.



END OF THE GAME

The game ends when the Life Points (LP) of a Sovereign drop to 0 or when a player can no longer draw cards when required. In the future, there will be further possibilities to win a game. These will then be explained on the card texts. If the Life Points of both Sovereigns drop to 0 at the same time, or both players can no longer draw cards, the game ends in a draw

Your Own Deck

The test decks contain **60 cards**, consisting of:

- 2 government cards (Sovereign and Rune)
- 40 Spells
- 18 Pool Cards

A deck must contain at least 60 cards but no more than 80 cards. We recommend that for your own deck you use 2 government cards, 58 Spells, and 20 Pool Cards. Of course, the exact number of cards depends on your playing style and which abilities you would like to use most. Do you prefer to act offensively, or do you prefer to react defensively? Do you prefer brute force, or do you prefer cunning? When choosing your cards, be sure to observe the copy restrictions according to rarity (see page 12 & 13).

The test decks consist of mono-colors. By combining different colors, countless possibilities open up to design your deck individually.





This brings us to the end of our rulebook...

We hope this rulebook guided you well through your first rounds of Bluthelden!

Please give us feedback regarding this rulebook and also feedback about the print-to-play versions of our test-decks!

To do so simply scan the QR-Code below!



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Das Bluthelden®-Team wartet auf Dich!



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Vielen Dank

Euer Marcel

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