



BLUTHELDEN

How to Play

PROLOGUE

The world of Leros is infused with eight mighty forces. Blood magic, ancient runes, and untamed entities vie for dominance. In the midst of this struggle, you rise as a ruler — leading spells, creatures, and resources into battle.

OBJECTIVE OF THE GAME

You win when your opponent's Ruler's Life Points (LP) drop to 0 — or if they can no longer draw a card.

You embody one of the Rulers of the 8 Forces of Leros. Your mission: to bring down your opponent's realm before they destroy yours.

YOUR DECKS

Pool-Deck: Contains resources and supporting characters.

Your Rune channels energies to you — sources of power, allies who amplify your astral energy. The Rune draws them forth from the Pool.

Spell Deck: Contains characters, artifacts, spells, trainings, and rituals.

The Spell Deck is your arsenal: warriors, magic, artifacts, and ancient rituals used to defend your realm.

THE BATTLEFIELD

The Battlefield is divided into zones:

- **Ruler Zone:** The Sovereign and Rune are placed here. Over the course of the game, all non-character cards will also gather here.
- **Support Zone:** Your resources and support characters are placed here.
- **Battle Zone:** This is where characters are placed to attack or block.
- **Graveyard:** Defeated or spent cards are sent here.

Your battlefield is your domain: The Sovereign stands firm in their zone, the Rune pulses with power. Resources fuel your spells, while followers march into battle.

SETUP

1. **Place your Ruler and Rune.**
2. **Shuffle the Pool Deck and the Spell Deck.**
3. **Draw 6 starting cards from your Spell Deck.**
4. **You may put aside any number of these cards to the deck, then draw the same number from the Spell Deck. Shuffle the cards that were put aside back into the Spell Deck afterward. Draw a 7th card.**
5. **Record your Life Points.**
6. **Randomly determine who takes the first turn and initiative.**

*Your Sovereign awakens. The Rune pulses with energy.
The Resource Pool opens — and the battle for Leros begins.*

GET READY & DRAW CARDS

All cards are readied. Both players draw 1 card simultaneously — from either their Spell Deck or Pool Deck.

The Runes flicker to life, energy surges through Leros — both Sovereign draw upon newfound power.

DETERMINE INITIATIVE

The highest Initiative values among the characters determine which player receives the first Main Phase.

Whoever acts first seizes the flow of battle.

FIRST MAIN PHASE

The active player may use any cards from their hand.

The opponent remains passive, except for abilities.

A Sovereign enacts their plans — spells are cast, allies step into the light.

SECOND MAIN PHASE

Then the other player may use any cards from their hand.

The first player remains passive, except for abilities.

The opponent responds — unleashing their power to restore balance.

COMBAT PHASE

Combat is resolved according to Initiative order in each battlefield.

Declare attackers, assign blockers. No hand cards may be used during this phase.

Armies clash. Strikes, parries, sacrifices — here, fate is decided.

END OF ROUND

Only Spells and Trainings may still be played. Then, a new round begins.

The battle subsides. Only final rituals and drills shape the next conflict.



Playing Cards

COSTS & ASTRAL POINTS

Each card (except Resources) has a casting cost in Astral Points, shown in the top left corner. Resource cards have no cost — they represent places that generate energy and can later ascend into greater sources of power.

Powerful allies and spells demand their price — only those who sacrifice Astral Points can unleash the true might of Leros.

WHEN CAN I PLAY CARDS?

From Hand: Every Card can only be played during your Main Phase.

End of Round: Only cards with the types Spell or Training may be played.

In the heart of battle, you summon your warriors — but some rituals and teachings wait until the dust settles.

LEVEL RULES

Characters and Locations have a Level value. You may only play characters whose level is equal to or lower than your highest-level Resource.

Resources ascend step by step:

A new Resource may only be placed on top of a Resource one level below — **the old Resource is then sent to the Graveyard.** **Level 1 Resources may be placed in an empty Resource slot.**

As in Leros itself, power grows only from a foundation — each level rises from the one before.

Combat

ATTACKING & TARGETING

Characters in the Battle Zone may attack in initiative order. Attacks are always directed at the opposing Sovereign, but the opponent may assign blockers to intercept.

The storm breaks — yet loyal defenders stand between the blade and their Ruler.

DAMAGE & HP

Attackers and blockers deal damage simultaneously equal to their Power.

Characters lose HP equal to the damage taken.

If their HP drops to 0, they die and are sent to the Graveyard.

Blood stains the ground of Leros — only those who endure shall survive the fight.

ATTACK & BLOCK RESTRICTIONS

Each character may only attack or block once per round.

When a character attacks or blocks, the card is turned (*rotated 180°*) to indicate it has acted.

Each attacker may be blocked by only one blocker.

One strike, one shield — then the fighter retreats, exhausted.

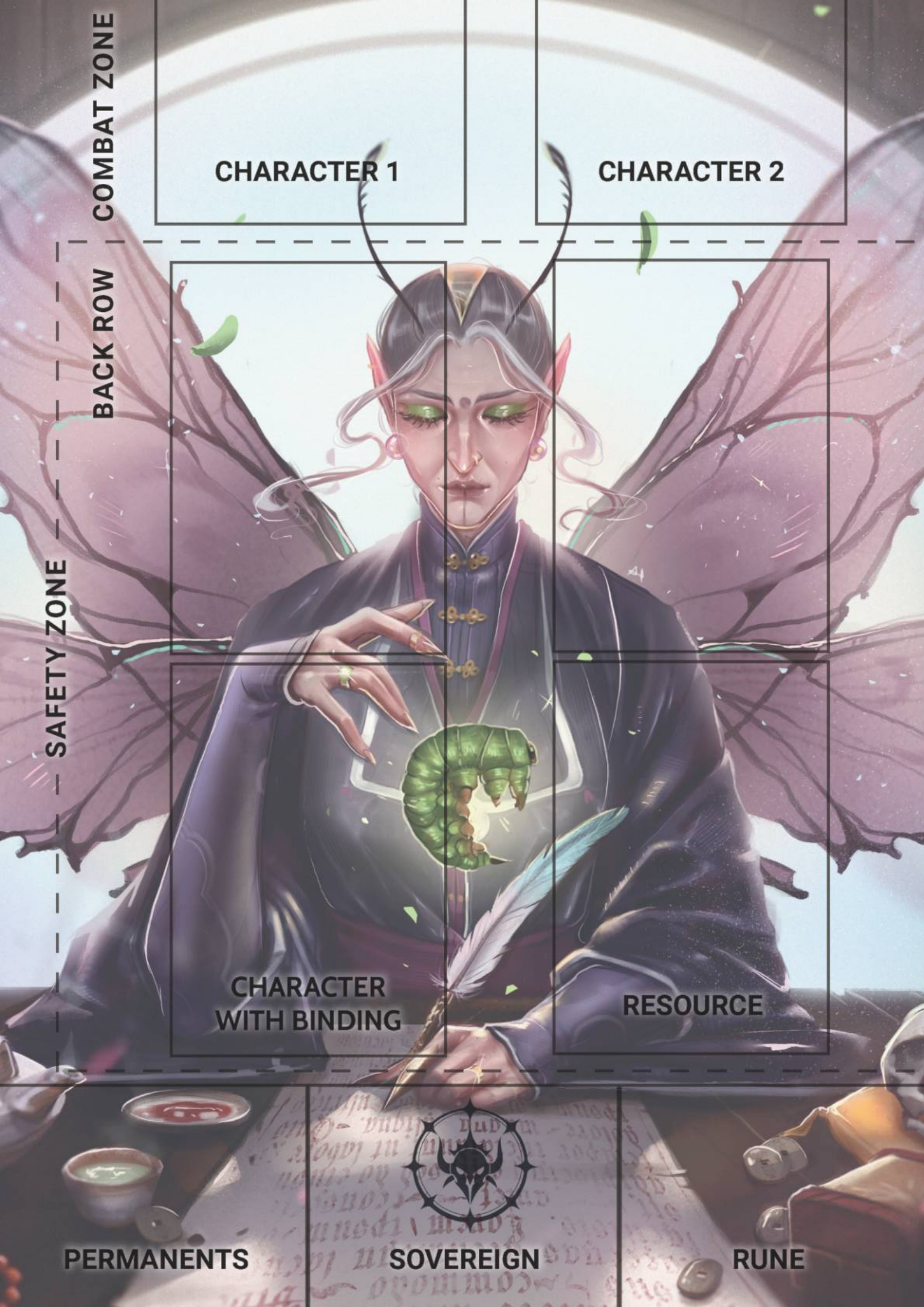
INITIATIVE IN COMBAT

Each character has an Initiative value (*yellow gem in the center of the card*).

The highest Initiative acts first, followed by the next highest, and so on.

Speed decides — whoever strikes first sets the tempo of battle.





COMBAT ZONE

CHARACTER 1

CHARACTER 2

BACK ROW

SAFETY ZONE

CHARACTER
WITH BINDING

RESOURCE

PERMANENTS

SOVEREIGN

RUNE

