



{ LIGHT HUNTERS }

WIND OF THE DUNES
&
TIDE OF ATLANTIS

GAME RULES

EXPANSION CONTENT



- 8 «Hero» cards + 1 « Servant » card + 1 « Spectral Nuriyah » card
- 32 tokens:
 - 15 Dune tokens
 - 7 Atlantis tokens
 - 10 Duel tokens
- 2 Help cards
- This rules booklet



INTRODUCTION

The double expansion Light Hunters: Wind of the Dunes & Tide of Atlantis adds 8 new heroes, bringing new mechanisms to fight even more epic battles.

Play as tanks, fighters, healers or spellcasters, brilliantly master their skills and inflict humiliating defeats on those who will dare to challenge you.

Discover the Duel mode specially designed for 2 players, it offers a brand new gaming experience for face to face without mercy.

TOKENS

This expansion provides new active skills with no round limit. To symbolize their presence, tokens are added to the game area, Spirit of Light cards used to cast them are discarded (except for Enchantments), and tokens are destructible by an attack.

Tokens are not considered active skills, so they can not be canceled or moved.

HELP CARDS

To facilitate the use of the skills of these new heroes, a help card has been added.

It shows the new heroes tokens, the Duel mode tokens, and a difficulty index of all **Light Hunters** heroes.



EXTENSION SKILLS

Some expansion skills bring new game mechanisms, which we have detailed here.

Atheer

Infantry/Cavalry/Immortals tokens (Dune tokens)

Add a token corresponding to the chosen combat unit behind Atheer hero card.

All units have only 1 health point, so you do not need to use a 1-point health token.

During the following turn the addition of a token by Atheer:

- 1 **Infantry token** deals 1 damage to an enemy hero, each turn
- 1 **Cavalry token** deals 1 damage to an enemy hero, each turn
- 1 **Immortals token** deals 1 damage to an enemy hero, each turn



Units are not in the front line, so they do not protect Atheer from attacks.

They are not considered as heroes, they do not receive skills like other heroes (so they can not be frozen or protected).

They are not hit during an attack that deals damage to all enemy heroes, you have to target them specifically to reach them.

When Atheer dies, the units disappear with him (they leave the battlefield in the absence of their King).

Each type of tokens has a maximum number added at the same time on the battlefield:

- **Maximum of 5 Infantry tokens** at the same time
- **Maximum of 3 Cavalry tokens** at the same time
- **Maximum of 1 Immortals tokens** at the same time

The total maximum of units on the battlefield is 9.

When a token is destroyed, it is removed from the playing area. It will be possible to add it again during the game, there is no limit of assembling during a game.

Tetany/Obedience



Prevent an enemy hero from using Dawn / Illumination cards. Available 1 turn.

The hero will not be able to play Dawn/ Illumination cards during his turn, but is free to use his other Spirit of Light cards



Nuriyah

Destrier token (Dune tokens)



Each Destrier token has only 1 health point, so you do not need to use a 1-point health token.

Destrier tokens are not considered as heroes, they do not receive skills like other heroes (so they can not be frozen or protected).

Destrier tokens are not considered active skills, so they can not be canceled or moved.

They are not hit during an attack that deals damage to all enemy heroes, so you have to target them specifically to reach them.



Great Escape

Add a Destrier token **on the back of an allied hero's card**. During an enemy attack, the hero with a Destrier token can use it to avoid the attack. The hero retains the token until it is used, so there is no token conservation limit. The hero can not discard a Destrier token.

Cavalcade

Add 1 Destrier token **next to the playing area**, when 3 counters are stacked, Horses attack and deal 4 damage to all enemy heroes. Once used, the chips are discarded, and can be used again by Nuriyah during the game.



Bucking

Deal 1 damage to herself and freeze an enemy hero. Nuriyah can die damaging herself, if she dies during her turn, she must wait for her next turn before using her Spectral version.



Spectral Nuriyah

Once dead, Nuriyah uses her Spectral card (black background) during her turn, which makes her immortal and play throughout the game.

The skills of the Spectral Nuriyah card are different from her living version.

When she dies, Nuriyah keeps her Spirit of Light cards, however she will only **draw one card at the beginning of her turn**.

In this version, she is considered dead, if the rest of her allies die, the battalion loses the game.



Once dead, Nuriyah can continue to add Destrier tokens, previously placed tokens are kept. Active skills on the living version of Nuriyah, are preserved at her death. The Spectral version of Nuriyah does not have health point. It is possible to resurrect Nuriyah, in this case she takes back her living hero card (white background) and keeps her Spirit of Light cards. She can draw 2 cards again at the beginning of her turn.

Shalan

Maldservant

Summon Roshan, to place her next to an allied hero, and regenerates 1 health point to him at the beginning of each Shalan's turn.

At the beginning of his turn, Shalan can move Roshan's card, without using Ether, to regenerate 1 health point to the allied hero of his choice.

All the features described on the Roshan's cards are still active.

New Favorite

Substitute a female hero, allied or enemy, for another female hero from the reserve. The substituted hero card is replaced with

other hero cards in reserve, and can be substituted again. It is not possible to exchange hero card with a dead hero during the game, as the latter is still considered in play.

The targeted female hero keeps her hand and her skills active during the exchange.

The substituted hero keeps the same health points, unless it exceeds the maximum health point of the new hero, in which case the health points are reduced to match the maximum of the new hero.



Mashael

Transformation

Mashael is transformed into the Spirit of Light discarded in front of her. Mashael can turn several times a turn. A transformation replaces the previous transformation (the card of the previous transformation is then discarded face up).

She stays transformed as long as the card remains in front of her, and can be transformed several turns without spending Ether.

Revelation

Draw 3 cards and select 1 that she adds to her hand. Other cards are discarded.

Ethereal Travel (Dune tokens)

Add one of her Ether tokens at the end of her turn. The Ether level increases by 1 for all heroes at the end of her turn. The new Ether level of the game is active from the following hero's turn Mashael's turn until the end of the game.



Mashael adds a blue Ether token next to the Ether tokens already in game. Mashael can lay up to 3 Ether tokens.

Mashael's Ether Tokens have only 1 health point and can be destroyed. They are not considered heroes, they do not receive skills like other heroes (so they can not be frozen or protected).

Mashael's Ether Tokens are not considered active skills, so they can not be canceled or moved.

They are not hit during an attack that deals damage to all enemy heroes, so you have to target them specifically to reach them.

Cassandra

Lethal Bond (Atlantis tokens)



Bond 1 allied hero and 1 enemy hero in the death until the end of the game. Place one of Cassandra's tokens on the allied hero and the second on the enemy hero. They can not be destroyed. This skill can only be used once during the game.

When one of the two heroes dies, the second one will die at the beginning of his next turn. If one of the 2 heroes is resurrected, the second will be resurrected at the beginning of his next turn with the same health points as the bonded hero.

The Lethal Bond can not be avoided by a skill, however, if the second hero is invincible at the beginning of his turn, he will not suffer the damage and shift his death to the next turn.



Photine

Enchantment (Atlantis tokens)

Photine places **on the back of her hero card** the Enchantment card face-down, along with an Enchantment token on top of the card.



When 3 Enchantment cards are laid, the skills of the 3 Enchantments are combined into **a single attack** that Photine can direct against the enemy hero of her choice. The effects of the Enchantments can not be separated on multiple heroes. Upon activation of the 3rd enchantment, Photine is forced to launch the attack.

Each Enchantment tokens have 1 health point and can be destroyed by an enemy attack.

They are not considered heroes, they do not receive skills like other heroes (so they can not be frozen or protected).

They are not considered active skills, so they can not be canceled or moved.

They are not hit during an attack that deals damage to all enemy heroes, so you have to target them specifically to reach them.

Fervor

Change the health points of a hero, allied or enemy, to 5.

Can not be avoided by a skill.

This skill is not considered as an attack.

Phaenna

Raid

All the heroes, allied and enemy, discard a card and get damage or health point according their offering.

All heroes must offer a Spirit of Light card to the Gods, to prove their worth.

All heroes, allied and enemy, must discard a card from their hand face up.

Depending on the discarded card, the Gods will be more or less lenient. If the hero has cards, he is obliged to make an offering to the gods:

- **No discarded card** (only if the hero does not have Spirit of Light card): deal 2 damage
- **Discard a Dawn card**: deal 2 damage
- **Discard a Shimmer card**: no effect
- **Discard a New Day card**: no effect
- **Discard a Beam card**: restore 1 health point
- **Discard a Illumination card**: restore 2 health point

Amulet/Altar (Atlantis tokens)

Add 1 Amulet / Altar token to the hero, allied or enemy, of her choice.

The effects of Phaenna's tokens stay active at each round until they are destroyed by an enemy attack.

These tokens have 1 health point, so there is no need to add a 1-point health token.

Phaenna's tokens are not considered as heroes, they do not receive skills like other heroes (so they can not be frozen or protected).

Phaenna's tokens are not considered active skills, so they can not be canceled or moved.

They are not hit during an attack that deals damage to all enemy heroes, so you have to target them specifically to reach them.



By placing an **Amulet** token **on an allied hero**, he draws 1 additional card at the beginning of his turn.

Placed **on an enemy hero**, he discards a card at the beginning of his turn before drawing his 2 cards.



By placing an **Altar** token **on an allied hero**, all his life points will be regenerated on Phaenna's next turn.

Placed **on an enemy hero**, it will be killed instantly on Phaenna's next turn.



DUEL mode

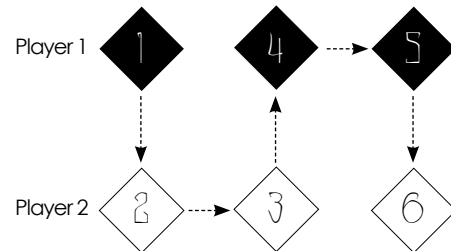
Duel mode offers an optimized and more competitive version of 2-player games. In this version, players will form **battalions of 3 heroes** who will compete in an epic face-to-face. The game system offers better control and a wider range of choices to players, while retaining the simplicity and efficiency of Light Hunters.

Advice: It is strongly recommended to have played several games of Light Hunters as a team before switching to Duel mode.

Game set-up

Choose the player who will start.

Each player will select their heroes, respecting the following order of selection, until reaching 3 heroes each:



In Duel mode, the heroes position does not matter.

Lockdown phase

Add the health point tokens for each hero. Take 5 Duel tokens per player.

Players will lock 5 of the 15 skills of their 3 heroes. Locked skills will not be usable from the game. Place the Duel tokens directly on the skill name to cover it.



At least 1 Duel token must be placed on each hero.

Tip: Split the tokens on the different levels of skill, to keep a wide range of choice during the game or the loss of one of your heroes.



Remove from the Spirit of Light deck the **4 Illumination cards**, which you will lay face up next to the playing area.



Upon the death of a hero, the player who suffered this loss will recover 1 Illumination card.

Shuffle the rest Spirit of Light cards, and place the deck in the middle of the playing area. Deal 2 cards to each player. Place an Ether token in the middle of the game area.

Gameplay

Players each play in turn.

At the beginning of a turn, a player will draw 2 cards to add to his hand.

During his turn, a player will discard his Spirit of Light cards to cast one of his hero's skills.

The seal at the ends of the Spirit of Light cards indicates the skill that will be cast on the card of the selected hero.

The player can cast the skill of the hero of his choice.

A skill can only be cast once per turn.

A player can cast as much different skills as he wants, as long as he has the cards and the cumulation of them does not exceed the Ether level available.

Illumination cards

When a hero dies, the player who suffered the loss will take an Illumination card from the dedicated display. This allows the player to return to a badly engaged game and reduce the chance of the draw in the team mode.

When using an Illumination card, **the card is permanently discarded**, so there are only 4 Illumination cards available per game.

If a hero is resurrected and dies again, he does not get a new Illumination card, so there is a **maximum of 2 Illumination cards per player**.

End of a game

The game ends when all the heroes of a battalion are decimated. The player whose heroes have survived is considered a winner and worthy to regain his world full of glory.

Some skills require clarification for the Duel mode which are detailed here:

Balder

Frenzy: the opposing player must discard 3 identical cards per hero to unlock them.

Merletha

Divine Aid: draw 1 card per hero.

Dagbjart

Ether Potion: increase the Ether level by 1 only for Dagbjart.

Mitsuko

Offering: this skill is necessarily locked during the Lockdown phase.

Intipacha

Stimulus: this skill is necessarily locked during the Lockdown phase.

Possession: allow to control 1 enemy hero during 1 round.

WIND OF THE DUNES & TIDE OF ATLANTIS

Defence



Atheer - Opulent King - 11 health points

« The gods had once blessed my reign, I will henceforth watch to honor them daily. »



Cassandra - Insatiable Queen - 10 health points

« Strong soldiers for an overwhelming victory, let the weak in the front line... »

Attack



Nuriyah - Immortal Horse tamer - 6 health points

« Nothing can defeat me. My immortal soul will continue to inflict you the most cruel punishment. »



Hellodoros - Experienced Hoplite - 8 health points

« I am an old craftsman of the war...
Do you really think you have a chance? »

Support



Shalan - Impassive Gardian - health points

« Favors and tortures?
This forest works like a harem! »



Phaenna - Ambiguous Oracle - health points

« Pray, beg, and die! »

Spellcaster



Mashael - Seductive Djinn - health points

« Just a creature of fire and mischief, it is not necessary to trust me to eliminate these poor humans. »



Photine - Dazzling Nymph - health points

« I have a song for each adventure. Let me sing you
your epic is a sweet tragedy! »



Roshan - Delicate Maidservant - 1 health point

« Surely, it will be an admirable battle if these brave Heroes are up to their daring. »



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