



Rules for five to six players:

- The heroes' colored time markers will not be used. Instead, place the 4 **black wooden disks** in the sunrise box and use them as neutral time markers.
- Also get the **sunrise token** ready.
- One creature track is used for five players and the other for six. Choose the appropriate track for 5 or 6 players and place it on the game board. It will cover up the values that apply to 2-4 players. **Example:** *With five players, a gor has 4 strength points, while he has 6 strength points in a six-person game.*

The neutral time markers

In a five- or six-person game, the heroes do not have their own time markers. Instead, they will use any **one** of the neutral black time markers with each action.

Move: For each space that a hero enters, advance **one** neutral time marker one hour on the time track. You are not allowed to divide the action between multiple time markers. This also applies to actions that will come up in later Legends: move prince, move shield dwarves, move wolves, move water spirit.

Fight: The hero advances **one** neutral time marker one hour per battle round. In the next battle round, a different time marker may be used.

Fighting together: Each hero who takes part in a battle must be able to advance **one** neutral time marker one hour per battle round. More than one hero is allowed to move the same time marker.

Important: When a hero moves into the **overtime hour range** with a neutral time marker, he must sacrifice willpower points as usual.

Ending the day

In a five- or six-person game, the hero who wants to end his day no longer has to place his time marker in the sunrise box (since the heroes no longer have their own time markers). Instead, he must lay down his game figure to show that he has ended his day. The first hero to do this gets the sunrise token with the rooster as a sign that he will be the first player to start the next day. When all the game figures have been laid down, all the black time markers will be placed in the sunrise box. Only once all the symbols in the box have been carried out as usual may all the heroes set their figures back upright. Then the hero with the sunrise token starts the new day.

More rules: In a five- or six-person game, **always follow the game rules for 4 players:**

For the **shields at the castle:** Use the illustration for 4 players (1 shield).

For **setup:** **Legend 5 example:** *For 5 or 6 players, the "N" token will be placed on space L of the Legend track just like it is for 4 players.*

For the **final adversary's strength:** **Legend 2 example:** *The skral on the tower has 40 strength points with 5 or 6 players, just as with 4 players.*

For a **task:** **Era of the Star Shield example:** *In the "castle gate" prince task, 5-6 players must bring logs having a value of 12 to the castle, just as 4 players would.*

Special versions of rules for event cards:

Some event cards have instructions written on them stating that they apply to heroes who are "standing" on certain spaces. Of course, that also refers to heroes whose figures have already been laid down.

Some event cards only apply to heroes whose time markers have already been placed in the sunrise box. Since the heroes will not have their own time markers if there are more than four of them playing, these cards will naturally apply to heroes whose figures are lying down.

Some event cards refer to a specific hero such as the wizard or the warrior. They never apply to the new heroes.

When a group of heroes is allowed to spend gold or willpower points to fend off negative events, always assume the values that would apply to 4 heroes.

Special case for the "Secret Sea" event card No. 6: If the event was not fended off, all neutral time markers are advanced to the fifth hour because there are no personal time markers for the heroes. All hero figures that were already laid down will remain lying, however. They cannot rejoin the game.

Special notes for Legends 1-5 and “The Era of the Star Shield”

You will only need to read the following special notes for individual Legends once you are playing the Legend to which they apply.

Legend 1:

This Legend is **not** suitable for a game with more than 4 players, since it explains the basic rules for 4 heroes. So only the heroes from the basic game should be used, not the “new” heroes. All other Legends can be played with up to 6 players and with the new heroes.

Legend 2:

Legend card A2 places the heroes on the spaces corresponding to their rank. The new heroes who are taking part in the game should also be placed on spaces in accordance with their rank.

Example: If Fenn, the tracker, is taking part, he will be placed on space 22.

Legend 3:

- Fate No. 5, “The Farmer’s Wedding,” will be removed from a game with 5 or 6 players.
- Legend card A3 says “Each hero gets a fate card and...” In a five- or six-person game, however, only a total of 4 fate cards will be allocated. The two players with highest ranks will each get one fate card, as will the two players with the lowest ranks. Only these 4 heroes will have to fulfill their fates.
- Fate cards 7 and 10 state that a hero has to defeat creatures “alone.” In a five- or six-person game, however, they should read: “You must take part in defeating these creatures.”
- Legend card A3 places the hero figures on spaces in accordance with their rank. The new heroes who are taking part in the game should also be placed on spaces in accordance with their rank. *Example: If Fenn, the tracker, is taking part, he will be placed on space 22.*

Legend 4:

There are no changes for this Legend.

Legend 5:

There are no changes for this Legend.

The “Era of the Star Shield” Legend:

(This Legend is contained in the “Star Shield” expansion pack and is not part of the basic game.)

- **Legend card A2:** This reads: “The hero with the lowest/highest/second-highest rank places his time marker on the rooster in the sunrise box.” Since the heroes in a five- or six-person game do not have their own time markers, this hero will instead get the sunrise token as an indication that he will be the first player on the first day.
- **“Gifts of the Andori” card: The Hadrian hourglass:** The hero using the hourglass can move any one time marker of his choice 3 spaces back. He is not allowed to divide the spaces among more than one time marker.
- **“Witnesses” prince task:** Just as with 4 players, in a game with 5 or 6 players the players must roll the dice for four more parchments and bring them with the other parchments to the Tree of Songs.
- **Ken Dorr, the thief:** Since he has the battle value of a skral, the creature values for 5-6 players apply to him as well. *That means that he has 8 strength points with 5 players, for example.*
- **The “Wolves are coming” card:** The neutral time markers give the heroes somewhat greater flexibility, since they can choose whichever time marker they want for each action.
- **The “Wolf battle” card:** Since a hero can decide for each battle round which time marker to advance, he has more flexibility here as well.



Special features of the new heroes

Note: When the description refers to a hero, the corresponding heroine is always meant as well.

Kheelan/Kheela: The water spirit always starts on the space on which Kheelan starts the game.

Only Kheelan can choose the “Move water spirit” action in his turn. That will cost him 1 hour on the time track. He can move the water spirit up to 4 spaces. He can also do that more than once in one turn (for example, up to 8 spaces for 2 hours).

The **water spirit** only moves on spaces on land. He can only cross the river over bridges. After the “Move water spirit” action, it is the next player’s turn. The water spirit cannot collect any tokens or move any farmers. He does not activate fog tokens, and will not trigger an alarm in the mine. He also does not have to stop when he enters the Secret Sea in the mine.

A hero who is standing on the same space as a water spirit is **only allowed** to use the large white die in **battle**.



Water spirit

Fenn/Fennah: Fenn’s articles:

Only Fenn can use these new articles, and only **once per day**. They are placed on the 3 extra storage spaces of his hero board. Nothing else may be deposited there. After an article is used, its token is flipped upside-down and not turned face-up again until sunrise.



The raven: When Fenn uses the raven, he is allowed to uncover all the tokens **on one space** on the game board. Then they remain lying face-up. Those can be rune stones, fog tokens, or other covered tokens. No tokens on or next to the Legend track, such as the creature tokens, may ever be uncovered.



The horn: The horn allows Fenn to roll all the dice available to him in a battle round, regardless of his current willpower point total. This also applies to all other heroes who are fighting with him in the battle round. **Example:** *The archer is fighting together with Fenn. He only has 4 willpower points, but can still use all 5 of his green dice in this battle round.* **Important:** *As always, the archer rolls his dice one at a time.*



The knife: The knife allows Fenn to re-roll **one** of his already-rolled dice in a battle round. This only applies to Fenn himself. He must decide immediately after rolling whether he wants to roll one of his dice again, before any other heroes or creatures have rolled.

Bragor/Rhega: Bragor cannot carry a helm or any large article. Unlike the archer, Bragor may attack a creature by rolling all his dice at once when they are standing together on the same space.



Arbon/Talvora: At the beginning of any battle in which he is participating, Arbon must decide whether he is going to use his ability. That decision holds for all the rounds of that battle. He can only use his ability against gors, skrals, and wardraks — never against final adversaries. He is not allowed to use his ability against the “skral in the tower” in Legend 2 or the “ensorcelled gor” in Legend 3.





Optional variations

You should wait until you have played “Legends of Andor” at least a few times before trying the following variations. Each of these variations will give the game a little more depth and complexity, and should therefore only be used by experienced Andor players.



The Brother Shield

For a game with any number of players, the Brother Shield gives you a way to reduce the level of difficulty for Legends 2-5 and for “The Era of the Star Shield.” It is especially valuable in five- or six-person games, but can also be used with 2 to 4 players.

“The Brother Shield was one of four powerful shields from ancient times. When dwarves and dragons were still united in friendship, Kreatok the dwarf and Nehal the dragon created this shield so that brothers in arms could help each other in times of need. The Brother Shield had the power to let one hero transfer his strength to another. The knowledge of the shield’s location was based on little more than rumor.”

- At the start of the game, roll one red die and one hero die to determine the number of the space where the Brother Shield should be placed (red: “tens” place, hero die: “ones” place). A hero who is standing on the same space as the shield can pick it up (but not when he is just passing through the space).
- The hero who is carrying the Brother Shield can use one side of it to trade his strength points with any other hero. They must not be standing on the same space. **Example:** *The wizard has the Brother Shield and has 7 strength points. He trades with the tracker, who has 4 strength points. Then the wizard has 4 strength points and the tracker has 7.*
- After the shield has been used twice, it is removed from the game. The Brother Shield can also be used like a normal shield (see equipment board: shield).
- **Exception:** If a hero who has more than 10 strength points trades with Fenn, the extra points are discarded, since Fenn can only have a maximum of 10 points.



The Black Herald

The Black Herald is an option that 5-6 players can use to raise the level of difficulty of Legends 2, 3, 5, and “The Era of the Star Shield.”

“A seldom-mentioned, shadowy figure was known to haunt 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 final adversary, 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.”

- There are two Black Herald figures. Which you use depends on whether you are playing with 5 or 6 players. Place the appropriate figure next to the game board before starting.
- As soon as the position of a final adversary has been determined for a Legend, add the Black Herald figure to this space.
- If the final adversary moves during the course of the Legend, the Black Herald moves with him.
- The Black Herald raises the strength points of the final adversary by 4 points if there are 5 players, or by 8 points if there are 6 players.

The following can count as final adversaries:

- the skral on the tower in Legend 2
- the “dark mage” in Legend 3 (with the exception of the ensorcelled gor)
- the dragon in Legend 5
- all threats in “The Era of the Star Shield” (except the krahder)

The Black Herald does not support the ensorcelled gor (in Legend 3) or the krahder (Era of the Star Shield). If these appear in your game, the Black Herald will not get involved.



The drunken troll

The drunken troll is a variant for any number of players. It can only be used on the main game board, not on the mine game board.

“The Legend of the Drunken Troll is an old tale that is often told in the Andor tavern of the same name. It is about an old troll that robs a wine merchant, destroys his wine cart, helps itself to his wares, and then rampages through the Rietland. From the smashed wine cart, the merchant constructed a small stand, which eventually grew into the Drunken Troll Tavern.”

- At the beginning of the game, place a star on the deck of event cards and place the “drunken troll” on the Andor Tavern space (number 72, in the middle of Rietland, surrounded by 20s).
- When the first event card is read, place the drunken troll on the space corresponding to the number at the bottom left of the event card. Read the event card out loud as usual. Nothing is different as far as that goes. Then the star is placed back on the deck of event cards as a reminder. Even if you fend off an event card by using a shield, the troll must still be placed on the space corresponding to the number.
- The drunken troll remains standing on this space until the next event card is read. Then he is moved to the new space (number on event card = space number).
- The drunken troll cannot be defeated or attacked.
- He does not activate fog tokens or trigger anything.
- He ignores farmer tokens.
- Instructions regarding creature tokens or cards are never to be interpreted as though they are referring to the drunken troll. *For example, an instruction beginning “The troll on the lowest-numbered space...” does not refer to the drunken troll.*
- If the troll is standing on a space to which a normal creature (gor, skral, wardrak, or troll) would move at sunrise, that creature is advanced along the arrow to the next free space. This applies only to normal creatures — never to final adversaries.
- If a new event card results in moving the troll to a space on which a normal creature is standing, this creature is also moved along the arrow to the next free space. Again, this does not apply to final adversaries.



Author and illustrator Michael Menzel was born in 1975 and lives with his family in the Lower Rhine region of Germany. He designs children’s and family games for various publishers. His first game as author, “Legends of Andor,” was selected as the Connoisseur’s Game of the Year in 2013 in Germany. It was also awarded the “As d’Or” (“Golden Ace”) and “Juego del año” (“Game of the Year”) prizes in France and Spain and selected as the “Spiele Hit mit Freunden” (“Game Hits with Friends”) in Austria. The game and the author were also the winners of the “Graf Ludo” award for the best family game illustrations.

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Important: : If you are playing “Legends of Andor” for the first time, you should begin with the Quick-Start Guide and Legend 1. You should definitely not play Legend 1 with more than four heroes. Use the heroes from the basic game.

LEGENDS OF ANDOR

NEW HEROES

Expansion for 5 - 6 Players

This instruction guide is divided into 3 sections:

Pages 2 - 3:
Game with
5 - 6 heroes

Page 4:
Special features of the
new heroes

Pages 5 - 6:
Game variants



To play “Legends of Andor” with 5-6 heroes, start by reading the basic rules on page 2!

The rules on the following pages are **not required before the first game**. You can look up the special features on pages 3 and 4 as the need arises.

Game Materials

- 8 Hero figures
- 1 Water spirit
- 2 Black heralds
- 1 Drunken troll
- 1 Brother shield
- 1 Star
- 3 Articles (*raven, horn, knife*)
- 10 Dice (*1 white, 2 orange, 3 gray, 3 brown, 1 large white*)
- 8 Wooden disks in the players' colors (*2 white, 2 orange, 2 gray, 2 brown*)
- 4 Wooden cubes (*1 white, 1 orange, 1 gray, 1 brown*)
- 12 Plastic holders (*2 white, 2 orange, 1 gray, 2 dark gray, 2 brown, 2 black, 1 red*)
- 8 Adhesive dots



4 Hero boards (*On each board, there is a hero on one side and a heroine on the other.*)



2 Creature tracks



1 Sunrise token



4 Black disks
(= neutral time markers)

Setup

- Carefully remove all parts from the six die-cut boards.
- Insert the game figures into the matching plastic holders.
- Affix 4 adhesive dots to the rear side of each of the two creature tracks in the marked locations.