

LEGENDS OF ANDOR THE STAR SHIELD

Welcome back!

Start by reading the introductory story to find out about the game setup.

Note: If you can no longer remember the rules for the basic game, you will want to have the reference manual ready.

For Axel Meffert

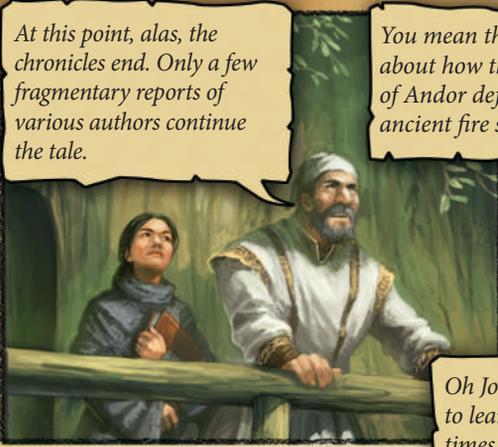
An exuberant celebration followed the defeat of the dragon. Men and women danced in the streets and children laughed and sang. The final battle had cost the people dearly. But now it was time to celebrate! Prince Thorald named the heroes honorary princes and princesses of Andor...

.. and according to the chroniclers of our people, the keepers of the Tree of Songs, the Land of Andor enjoyed many days of peace. There was a golden autumn and the air was mild and warm. But then the first of many storms began to sweep across the land, and the approaching winter stretched out its ice-cold fingers. Gors and trolls raided farms, devouring cattle and many a hapless farmer.

How could the brave people of Andor harvest the grain from their fields when they might be attacked at any moment?

At this point, alas, the chronicles end. Only a few fragmentary reports of various authors continue the tale.

You mean the tale about how the heroes of Andor defeated the ancient fire spirit, right?



Oh Josella, you still have a lot to learn. These were turbulent times, and many contradictory reports have been passed down to us. You will not find the full truth in any one of them ...

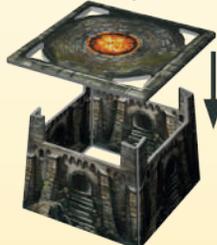


- Carefully remove all the pieces from the four die-cut cardboards sheets.
- Insert all the game figures into their matching plastic holders. The colored bar at the bottom of the figure should match the color of the holder.
- Assemble the dark temple, the catapult, and the siege tower as shown here.

1. The Dark Temple



Temple center (use the tower from the basic game)



Temple base



Completed temple

2. The catapult



Completed catapult

Some reports tell of mighty catapults and siege towers. Others mention that the heroes demolished the Dark Temple to its very foundation, seeking to put an end to its evil magic.



3. The siege tower



Completed siege tower

And on one of the tablets of the shield dwarves, it says that Irllok, the horror from the Secret Sea, escaped from the mines. It seems unimaginable today that any such creature ever existed. But nobody really knows any longer what really happened.



- Get the 36 Legend cards ready. In this expansion pack, there is a **new Legend card system**. There will be more than one Legend card identified by the same letter. Only one of them will be involved in any one game, however.

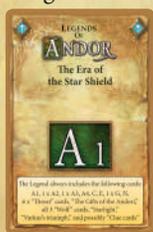


Example: There are 5 “A2” cards. But **only one of them** will be placed in the **Legend card deck**. The remaining 4 “A2” cards will be removed from the game. You will only encounter them in later games.

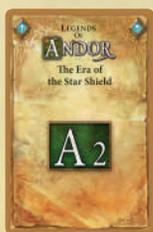
Note: There are some cards, such as card “A1,” that only occur once.

Prior to a Star Shield game, you will have to assemble the following letter cards and form a **Legend card deck** out of them:

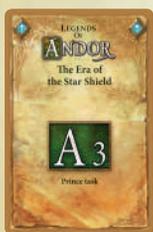
Only one in the game



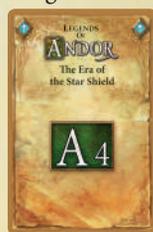
One of 5



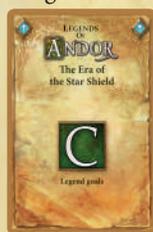
One of 5



Only one in the game



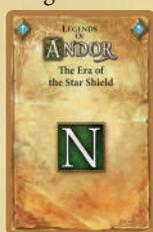
Only one in the game



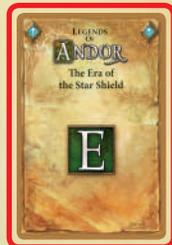
One of 4



Only one in the game



Sort the Legend cards alphabetically with cards A1, A2, etc. at the top and Legend card N at the bottom. These cards will form the **Legend card deck**.



Only one in the game



IMPORTANT: The “E” card poses a special challenge to experienced heroes. You will be playing without it in the first few games.

You must also have the following cards ready:

6 x “Threat”



1 x “Gifts of the Andori”



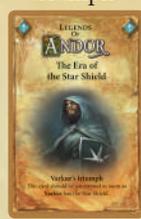
5 x “Clue card”



3 x “Wolf card”



1 x “Varkur’s triumph”



1 x “Starlight”



But Master, what about the Star Shield? The shield that holds the light of the stars and hope. That must have existed, right?



The bearer of the Star Shield can use it twice (once for each side). At sunrise, before the first symbol is carried out, he can place a red X over any one of the symbols shown in the sunrise box. Then, the covered symbol will not be carried out. He can also use both sides at the same time to cover 2 symbols with Xs.



Note: You will learn during the game how the Star Shield is brought in.

Example: The hero uses the shield to cover the skral symbol with the red X. Then, the skrals do not move at this sunrise.

Yes, all of the reports agree that the heroes did succeed in finding the Star Shield before it fell into the hands of the dark mage. And that is why, even today, we call this part of our history. **The Era of the Star Shield.**



Setup Instructions

Follow the numbers and prepare all the pieces illustrated here before each game.



1. Follow the “Checklist” card instructions from the basic game.

2. Get the following tokens ready (some of them come from the basic game):



1 x key



3 x woodland mushrooms



8 x rubble tokens



6 x parchments



1 x green gemstone



11. Get the 3 wolves ready.

Merrick, the cartographer



Ken Dorr, the thief

10. Get the two new figures ready.

The adventure begins!

Now read Legend card A1 out loud.

3. Get the 6 threats ready:



Siege tower



Krahdler



Catapult



Dark Temple



7 x light tokens



1 x ring marker



8 x fire tokens



Fire spirit



Water monster



3 x medicinal herbs



5 x logs



6 x rune stones

4. Get the new articles ready: torch, hourglass, horned falcon, flute, and Star Shield.



5. Get all of the farmer tokens ready.



6. Place stars on spaces C, G, and N of the Legend track.

IMPORTANT: Only place a star on "E" if you want to try the more difficult version with the "E" card after having played a few times. Otherwise, leave "E" free.

7. Get the wolf symbol ready.



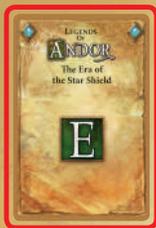
IMPORTANT: In the first game, place the wolf symbol on space "B" of the Legend track. In later games, the placement of the wolf symbol will be determined by rolling the dice.



9. Get all creatures and the dark mage ready.



8. Get the Legend card deck ready.



Tip for the more difficult version with card E

Card E poses a special challenge to experienced heroes. So only add this card after you have played a few times. Before determining the card C threat, just defeat one creature on the first day so the Narrator reaches space “C” at the first sunrise. Because many threats are only triggered at sunrise (namely, when the wells are also refreshed), this will give you more time to react to them.

Several figures/tokens on the same space

The prince, the witch, parchments, woodland mushrooms, and logs may be on the same space as a creature, a fire token, a threat, or a wolf.

The Legend Goals

In a Star Shield game, **3 Legend goals** must always be fulfilled:

1. Defend the castle (as in the basic game)
2. Complete the prince tasks (introduced by card A3)
3. Fend off threat (determined by card C and rolling the dice)

When the threat has been fended off, the Narrator is immediately advanced to the “N” space and the Legend ends. This means that the prince task must have been completed first.

“Castle gate” prince task

- Several logs can be placed on one space as a result of rolling the dice.
- A log cannot be collected when passing through its space.
- When a hero who is carrying a log loses a strength point and the log can no longer fit before the strength point marker on his strength track, the log must be set down on the space on which the hero is standing at that moment. It can be picked up later by the same hero or by another hero if the log fits that hero’s strength point track.
- Logs cannot be sent using the falcon.

“Fever” prince task

- The witch can be moved along with a hero figure (just like farmers in the basic game).
- A hero who finds the witch will get her magic potion, just as usual.
- The witch’s brew can still be purchased when the hero is standing on the space where the witch is standing at that moment.

“Prince Thorald” task

- The prince must be moved along with a hero figure (just like farmers in the basic game).

“Supplies” prince task

- The medicinal herbs or the woodland mushrooms that must be placed on the castle space to fulfill the task can have any value you like.

“Reports” prince task

- The parchments are collected in the small storage spaces on the hero board.
- They can be sent with the falcon.

The Threats

The threats represent the main task of the heroes. It is only determined during the course of the game which of the 6 threats enter into play. So to start with, get all the materials ready.

None of the threats count as creatures — even if, for example, two trolls are used to operate the catapult. So rules that apply to such things as the movement of creatures at sunrise have no influence on threats.

The fire spirit

- The fire tokens have no effect on fog tokens, well tokens, stars, light tokens, creatures, farmers, wolves, other figures (such as the witch), or articles (such as medicinal herbs, woodland mushrooms, logs, or parchments).
- Whether the heroes lose or not is decided at the moment that the fire tokens are supposed to be placed on the game board. If there are not enough of them available when new ones have to be put into position (there have to be 3 fire tokens remaining in the supply, for example, if there are 3 players), the heroes immediately lose. It makes no difference if a hero is standing on a space on which a fire token would be placed (which would otherwise be immediately extinguished and taken out of the game).
- On the other hand, placement of the fire tokens can be prevented by using the Star Shield to put a red X over the well symbol at sunrise. In this case, as a special exception, there are allowed to be too few fire tokens in the supply.

- A hero who has fewer than 5 willpower points is not allowed to enter a space with a fire token.
- If a hero is already standing on a space on which a fire token would be placed at sunrise, he immediately loses 4 willpower points. That fire token is then taken off the game board.

Note: If this hero has fewer than 5 willpower points, he loses all the willpower points that he does have, rises back up to 3 willpower points, and loses one strength point. The fire token is then removed from the game. However, if the hero only has only 1 strength point, he does not lose the strength point.

The siege tower

- Creatures ignore the siege tower. They also do not jump over it.
- The Star Shield can be used to prevent the movement of the tower if a red X is placed on the well symbol at sunrise.

The Dark Temple

- If a part of the temple is destroyed, the Narrator does not advance.
- The Star Shield can be used to prevent the creatures from standing back up if a red X is placed on the well symbol at sunrise.

The catapult

- The catapult is on space 17. The two trolls that “operate” it cannot be frightened off with the torch.
- These two trolls yield no reward, and they have different strength point totals from ordinary trolls. When the first troll is defeated, the Narrator advances one space on the Legend track. When the second troll is defeated, the threat is fended off and the Narrator is advanced to the N space on the Legend track.
- The firing of the catapult can be prevented by using the Star Shield to place a red X on the Narrator symbol at sunrise. When that happens, the Narrator does not advance.
- The Star Shield can also be used like a normal shield to fend off rubble if a hero is standing on the castle space.

The krahder

- Wolves do not increase the strength point value of the krahder.
- The Star Shield can be used to prevent the krahder from moving if a red X is placed on the well symbol at sunrise.

Irlok, the water monster

- If creatures are unable to keep moving due to a destroyed bridge, they simply remain in place. If a new creature is to be placed on a space that is already occupied and cannot be advanced along the arrow due to a destroyed bridge, this new creature is not placed on the board.

Light tokens

- Light tokens cannot be collected while just passing through a space.
- Light tokens come in values of 2, 4, 6, 8, 10, and 14.

Woodland mushrooms

- Woodland mushrooms cannot be collected while just passing through a space.
- Woodland mushrooms come in values of 1, 1, and 2.
- After their positions are determined by rolling the dice, several woodland mushrooms can end up on the same space.
- The woodland mushrooms cannot be used to get gold coins from a merchant.
- They cannot be used to purchase anything from the witch.
- Many tasks and event cards require gold from the group of heroes. Again, woodland mushrooms cannot be used instead of gold to pay for things.

The gifts of the Andori

- When these are distributed, each hero can get one gift. But if the group of heroes decides that one hero should get 2 or 3, that’s acceptable too.
- All gifts of the Andori are turned back onto their front sides at sunrise. That also happens if a gift has been deposited on a space.
- The use of these articles will not cost any hours on the time track.

The Hadrian hourglass

- This cannot be used to set back a time marker by fewer than 3 hours, and the 3 hours cannot be divided up (for example, to move a time marker back 2 hours at first, and then 1 more hour later).
- The hourglass can only be used to set back the time marker of **one** hero.
- The hero’s time marker must be at least on the 3rd hour so that it can be set back the full 3 hours.

- If a hero's time marker lands on or passes over the wolf symbol **in the process of being set back**, nothing happens. However, the wolves will be reactivated when the time marker reaches the wolf symbol again.

The Andoran flute

- The wizard may only use his special ability if he is using the flute himself.

The wolves

- The wolves **do not count as creatures**.
- The wolves can always be used against threats, too.
- Tamed wolves pose no danger to farmers.
- Whenever a hero's time marker reaches the wolf symbol on the time track, all wolves move along the arrows.

Example 1: The wolf symbol is lying on the 4th hour. The wizard wants to tame the alpha wolf on space 45. He would have to move 2 spaces forward in order to reach the alpha wolf's space. At the same time, his time marker would reach the wolf symbol and all of the wolves would be moved one space in the direction of the arrows. So right away, the wizard moves one space farther, to space 43.



Example 2: The wizard has arrived at the space with the alpha wolf. Because taming counts as a "fight" action, he can't tame the alpha wolf immediately after moving — he has to wait until his next turn. Meanwhile, another hero's time marker reaches the wolf symbol. So all the wolves are moved one more space along the arrows. When it's the wizard's turn again, he can't tame the alpha wolf, since the wolf has now moved one space ahead.



Example 3: The wizard is trying to tame the alpha wolf. In his first two attempts, he couldn't match the wolf's battle value. Because taming counts as a "fight" action, his time marker is advanced one space before each battle round. Now his time marker reaches the wolf symbol. The alpha wolf immediately moves (along with all the other wolves) — in the middle of the battle — one space along the arrow. The battle ends because the wizard is no longer standing on the same space as the alpha wolf. The archer or a hero with a bow could continue the battle right away.

- Because taming counts as a "fight" action, the archer or a hero with a bow can also tame the alpha wolf from an adjacent space.
- A hero whose turn it is can end his day prematurely at any time. In principle, however, it can happen anytime. It might make sense for a hero to end his day prematurely, for example, in order to prevent his time marker from reaching the wolf symbol. A hero whose time marker is in the sunrise box could even end his day before he has used his first hour. But then he can't do anything for the rest of the day, and it's the turn of the next hero in a clockwise direction.
- Even if a hero who has tamed the alpha wolf and placed the wolf symbol on his hero board later gets extra strength points or loses some, the wolf symbol remains lying above the strength point value that the hero had when the wolf was tamed.

Orfen and Marfa, the wolf warriors

- At legends-of-andor.com, you can get these additional heroes as a free download. They are particularly skilled at taming the alpha wolf (see the site for more information).



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") in France and selected as the "Spielehit mit Freunden" ("Game Hits with friends") in Austria.

Editing: Wolfgang Lüdtker/TM-Spiele
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 English Translation: David Gamon
 English Text Editing: Ted McGuire
 Additional Design: Dan Freitas

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