

Bestiary of Sigillum: Collector's Edition

Objective: Be the first player to destroy the other player's castle by defeating their characters and controlling the catapult towers.

Note: The following guide is for a standard 2-player game using the Kingdom of Two Castles Field. For 4-player games and variant boards, please refer to the rulebooks.

Setup

1. Place the Kingdom of Two Castles Field board in the middle of the table and the Sigil of Time board next to it.
 - Set the Time Dial on the Sigil of Time board so that the Pointers point to any two sectors on the board.
2. Place all Effect markers (i.e.  and ) next to the board to form the supply.
3. Randomly determine a First player; this player will be the First player for the entirety of the game.
4. The First player takes the Character bases and Castle marker () of a single colour, and then chooses either the North or South Castle, orientating the boards so that their chosen Castle is closest to them and the Castle track on the Sigil of Time board matches their chosen colour.
 - The First player places their Castle marker on the first space of their Castle track and advances it 2 spaces in the direction of the arrows to set their initial Damage. The First player cannot decrease their Damage below this point for the remainder of the game.
5. The Second player takes the Character bases and Castle marker of the remaining colour.
 - The Second player places their Castle marker on the first space of their Castle track.
6. Players pick 3 characters each in alternating order, beginning with the First player. After selecting each Character, the picking player performs the following steps:

Novice Players: To aid in learning the game, it is recommended new players use the following bands: First player: *Saxum*, *Illesebra*, and *Armus*. Second Player: *Architectus*, *Malleus*, and *Catapultus*.

Experienced Players: Starting with the First player, before picking characters, players take alternating turns to ban one character at time until each player has banned 3 characters. These characters may not be chosen for the current game.

- i) Places the Character sheet in front of them and places it to the right of any previously picked characters (order matters).

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- ii) Takes the corresponding components for that character from the organiser.
- iii) Places the Character token in one of their Character bases, and then places it on the Character sheet.
- iv) Places the 3 Ability tokens on the corresponding slots of the Character sheet.
- v) Places a number of Vitality markers with the Vitality side facing up () equal to character's Max. Vitality, indicated by the number in the top right-hand corner on the left page of the Character sheet.

7. Each player takes the Character token along with its base from their first picked character (their left-most Character sheet) and places it on their Castle hex.

- The remaining Characters are left on their Character sheets.

End of Game

The game ends immediately when one play's Castle marker () reaches the last space of their Castle track.

The first player to reduce their opponent's Castle marker to the end of the track is the winner.

General Rules

Vitality Markers (): Players may not remove Vitality markers from their Character sheets.

- Whenever a character suffers a number of Injuries, that many of their Vitality markers are flipped over to the Injury side ().
- Whenever a character restores a number of  , that many of their Vitality markers are flipped over to the Heart side.

Summoner's Compel Rule: Whenever a player has any Character tokens on their Character sheets and their Castle hex is empty, they immediately take the token from the leftmost Character sheet with a token on it and place it on their empty Castle hex.

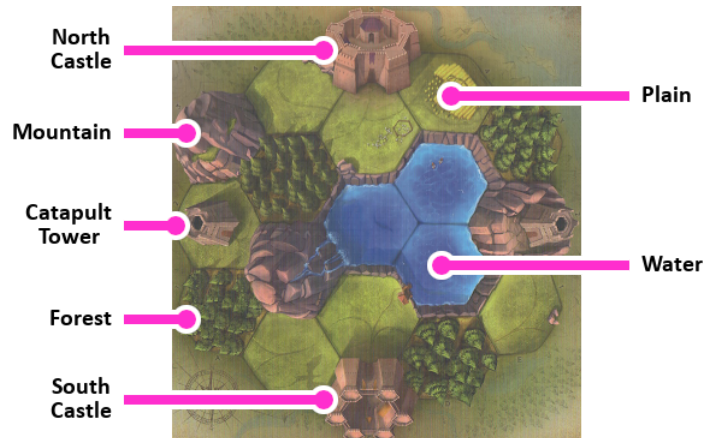
- If a player has multiple Character tokens on Character sheets, they must first take an action that allows the character currently occupying the Castle hex to move off it; as soon as the Castle hex is empty, the next Character token is placed.

Allied Character: The term '*allied characters*' refers to all characters on a player's side (including those of their teammate in a 4-player game).

Board Anatomy and Rules

The Bestiary of Sigillum is made up of two boards, the Kingdom of Two Castles Field board and the Sigil of Time board.

Kingdom of Two Castles Field: The Kingdom of Two Castles Field is a two-player board where Character tokens will move about and do battle.



- The board is divided up into 19 hexes, each of which has a terrain type (Plain, Forest, Mountain, and Water); some character Abilities are affected by these terrain types.
- Each hex can be identified by a unique coordinate pair. Each column is represented by a letter (as shown along the compass side of the board). Each row is represented by a number, counted up from the southern-most hex in that column *i.e. the Catapult Towers are A2 and E2 respectively*.
- A hex is unoccupied if there is no Character token or Obstacle marker (🌐) present.

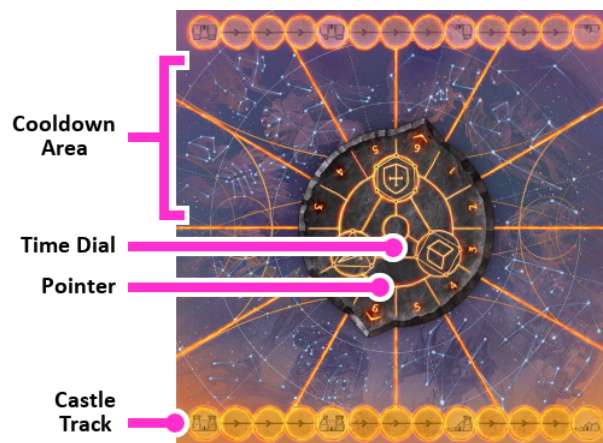
Castle Hex: Each Castle hex is a starting area and safe summoning zone for its owner.

- A Castle hex cannot contain more than one friendly character.
- While on their Castle hex, a character may use their Abilities as per normal.
- A friendly character can freely enter their own Castle hex if it is unoccupied, or be moved onto it by an ally or enemy Ability.
- An enemy character cannot enter their opponent's Castle hex, nor affect a character occupying it with their Core Ability or Support Abilities.

Catapult Towers: Catapult Towers can be controlled by characters to deal Damage to an opponent's Castle.

- A player controls a Catapult Tower if their Control points in the Tower's control area (the Catapult Tower space and four connecting, adjacent spaces) exceeds that of their opponent. By default, each character, including Stunned characters (🌀), contributes 1 Control point

Sigil of Time Board: The Sigil of Time board tracks the passage of time and the cooldown of character Abilities.



Cooldown Areas: The board is divided into two Cooldown areas, one for each player.

Sectors: Each Cooldown Area is divided into 6 Sectors for Ability tokens to be placed on.

Time Dial: The Time Dial points to Sectors, letting players track how many rounds need to pass in order for a character's Ability to become charged (available) again.

- The Time Dial rotates one space clockwise at the beginning of each round.
- When a player uses a character's Ability, they will place the corresponding Ability token on their Cooldown Area of the Sigil of Time board, on the Sector showing the number equal to the cooldown of the Ability.

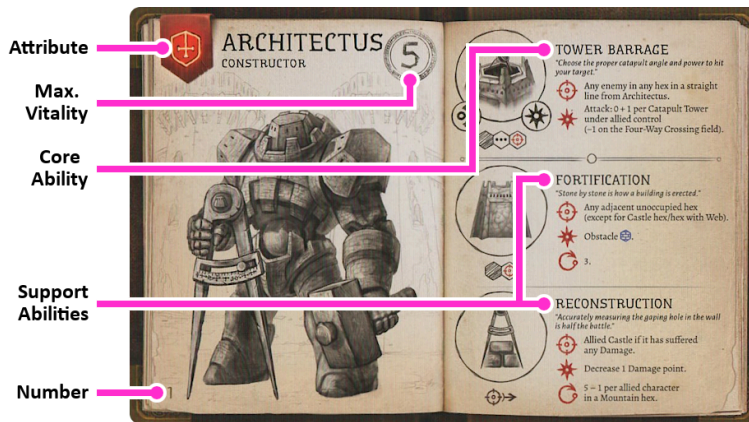
Pointers: There are two pointers on the Time Dial, one for each player.

Castle Tracks: The Castle track tracks the Damage a player's Castle has sustained.

- When a player's Castle sustains Damage, they move their Castle marker (🏰) one space in the direction of the arrows for each Damage sustained.

Characters

Character Sheets: Each character has a Character sheet showing their 3 unique Abilities.



Attribute: This describes the character's core function as a Strength (🛡️), Agility (🏃), or Intelligence (🧠) character. More detail on this is provided on the following page.

Number: The number on the Character sheet lets players know which part of the organiser contains that character's tokens.

Max. Vitality: The number of Injuries (👤) a character can sustain before they are exiled (remove from the battlefield to respawn later).

Core Ability: A character's Core Ability allows them to perform an Attack action or a Manoeuvre action once per turn, but not both.

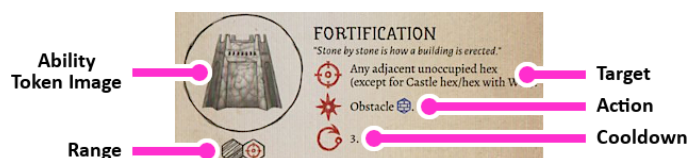


Manoeuvre Symbol (🏃): The character moves into an adjacent, unoccupied hex.

Attack Symbol (★): The character performs an attack in accordance with the ability.

Support Abilities: Support Abilities allow a character to initiate a One-Shot action or apply effects.

- Support Abilities have a cooldown period shown next to the 🔄 icon; this is the number of rounds it takes for the Ability to become available to that character again.
- When an Ability with a One-Shot action is performed, the effects are applied immediately, one time.
- All effects applied to a character temporarily change their stats until the player applying the effect takes their next turn and removes the corresponding Effect marker.



Cooldown (): The number of rounds after an Ability is used before it can be used again.

Ability Ranges: The following icons determine the ranges for abilities.



The target is the Ability user.



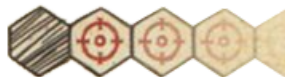
The target is in an adjacent hex.



The target is the Ability user or an adjacent hex.



The target is in any hex, 1 unoccupied hex away in a straight line.



The targets are in all hexes in a straight line.



The target is in any hex in a straight line.



The target is in any hex on the field.



The target is the Ability user or in any hex on the field.



Refer to the Ability description for more details.

Character Classification: All characters can be classified by their Attribute, Attack Range, Size, and Difficulty Level.

Attribute: Each Character is classified as 1 of 3 Attributes:

Strength (): Strength characters have high Vitality. These characters are good at drawing enemy fire, shielding vulnerable allies, and most can apply a Stun () effect to immobilise enemies for the duration of their next turn.

Agility (): Agility characters are weaker but inflict high amounts of Injures () to enemies. These characters are highly dependent on their allies' support but if protected and positioned can shift the outcome of the battle.

Intelligence (): Intelligence characters are focused on strengthening allies and weakening enemies. These characters can compensate for other characters' shortcoming and mitigate Injuries.

Attack Range: All characters are considered Ranged or Melee according to the range of their Core Ability; Melee characters can only attack enemies in adjacent hexes while ranged characters can attack at a distance.

Size: Some Abilities reference a character's Size. The Size of a character is determined by their Max. Vitality:

Big: Max. Vitality of 5

Medium: Max. Vitality of 3 or 4

Small: Max. Vitality of 2

Difficulty Level: A character's Difficulty determines the depth of strategy a player will have to develop in order to effectively use them.

Easy: These characters are versatile and can use their Abilities effectively, regardless of their allies and enemies:

 Armus	 Malleus	 Ballistarius	 Arborus	 Librorum
 Ferrarius	 Vincum	 Cornibus	 Goetium	 Messum
		 Iratus		

Moderate: These characters must fulfil certain conditions to attack their enemies more effectively.

 Brewus	 Catapultus	 Aqus	 Eresida	 Toxicum
 Carnifex	 Saxum	 Cerberus	 Redux	 Ignifer
		 Equita	 Tenebris	 Lignum

Hard: These characters have highly situational Abilities that rely heavily on allies and enemies actions and positions.

 Architectus
 Caballus

 Mechanicus
 Saturn

 Mortum
 Tempus

 Clamoris
 Fidea
 Frigus

 Illesebra
 Magnus
 Manus

Effects

There are 16 lasting effects in the game: 7 positive (green), 7 negative (red), and 2 neutral (blue).

- x Increase/Decrease effects of the same type are considered contrary and should be summed together.

Attack Increase/Decrease: The character's number of Attack points is increased/decreased by 1.

- A character's Attack points can never be reduced below 0.



Defense Increase/Decrease: The character's number of Defense points is increased/decreased by 1.

- A character's Defense points can never be reduced below 0.



Control Increase/Decrease: The character's number of Control points is increased/decreased by 1.

- A character's default number of Control points is 1; this can never be reduced below 0.



Swiftiness: The character can use their Core Ability to perform both a Manoeuvre action and an Attack action in the same turn in the order of their choosing.

- When the character performs their second Core Ability action, flip over the Core Ability token as a reminder.
- If a character has more Swiftiness markers on their sheet than Slowness markers (, they are Swiftened; if there is an equal amount, they are neither Swiftened nor Slowed.



Slowness: The character cannot perform a Manoeuvre action but can still perform an Attack action and any Support Abilities, even those initiating a move action.

- If a character has more Slowness markers on their sheet than Swiftiness markers (, they are Slowed; if there is an equal amount, they are neither Swiftened nor Slowed.



- This excludes Cerberus' *Vehemence*, which explicitly grants a bonus Manoeuvre.

Flying: When the character performs a Manoeuvre action, they can now move into any unoccupied hex in a straight line from their current hex, passing through any occupied hexes.



Resistance: The character cannot be targeted by any enemy Support Abilities but can still be attacked by their Core Abilities.



Vampirism: The character restores 1 Vitality point () if they deal at least 1 Injury () with their Core Ability, for a maximum of 1 Vitality point per attack.



Stun: The character cannot perform a Manoeuvre action or use any Abilities, but can still be moved by other characters.



Poison: Whenever the character uses a Support Ability, its cooldown takes 1 round longer for each Poison marker on the character's sheet.



- An Ability's cooldown can never exceed 6 rounds.

Silence: The character cannot use their Support Abilities but can use their Core Ability as per normal.



Obstacle: A hex with an Obstacle marker is considered occupied for all characters.

- An Obstacle can only be placed on an unoccupied hex; it cannot be placed on a hex occupied by a Web marker () or a Castle hex.
- The Obstacle cannot be destroyed.
- When calculating Ballistarius' Attack points, a hex with an Obstacle marker is considered an occupied hex.



Web: If an enemy moves into a hex with Eresida's Web, they become Stunned (), but if Eresida or an ally moves into a hex with the Web, they become Swiftened ().



- A Web can only be placed on an unoccupied hex; it cannot be placed on a hex occupied by an Obstacle marker () or a Castle hex.
- The Web cannot be destroyed.

One Shot Actions

In addition to dealing Injuries () with an attack, there are 5 unique types of one-shot actions.

Move: Some Support Abilities allow a player to move characters around the field. The direction of movement is specified in the Ability description.

Restoration: Some Support Abilities restore Vitality points of characters or a player to decrease Damage to their Castle.

- When a character restores Vitality points, that many Vitality tokens on the target are flipped from the Injury side () to the () side.
- Characters that suffer Injuries to restore Vitality points cannot expend their last () and exile themselves to restore Vitality points to another character.
- When instructed to 'decrease Damage', the player moves their Castle marker () one space in the direction opposite the arrows on their Castle track. A player's Castle cannot be repaired beyond its starting point, *i.e. the First player starts with 2 Damage; Damage cannot be decreased beyond this.*

Shift of Cooldown: Shift the affected character's Ability tokens counter-clockwise the appropriate number of sectors to decrease their cooldown or clockwise to increase their cooldown.

- If any Ability tokens are on a '1' sector of a Cooldown area and it is reduced, those tokens are returned to the character's sheet and can be used during the current round.
- Core Ability cooldowns cannot be sped up or slowed down.

Copy Effect: When an Ability copies an effect, the Effect marker that was copied remains on the original target, it is not removed.

- When a character with a copy effect is in played, the order of applied effects can matter and it is recommended placing applied effects on Character sheets from left to right in the order applied.
- A Resistance effect () cannot be copied as it prevents the character being targeted by Support Abilities.

Replace Effects: The Effect tokens are replaced with the opposite tokens in accordance with the effect *i.e. all positive Effect tokens are removed and then replaced with negative Effect tokens or vice-versa* at which point, the new effects are considered applied.

Turn Order

The game is played over a series of rounds. During each round, the First player and then the Second player will take a turn. During each player's turn the following steps are performed:

Start of Round: At the beginning of each round, the First player rotates the Time Dial 1 sector clockwise on the Sigil of Time board.

- This step and the Time Phase are skipped during the first round of the game.

1. Time Phase: The current player performs the following steps:

- i) Removes all of their charged (cooled down) Ability tokens from the Sigil of Time and places them on the respective slots on their Character sheets.
- ii) Returns the Core Ability tokens back to the respective slots on their Character sheets.
- iii) Removes all positive Effect markers (*i.e.* ) from their Character sheets and all negative Effect markers (*i.e.* ) from their opponent's Character sheets, returning them to the supply.
 - The player only removes their own Effect markers that were placed in the previous round, not those of their opponent.
 - The player returns Architectus' Obstacle () and Eresida's Web () to the supply if either of them were placed in the previous round.

2. Ability Phase: The current player may use any available Abilities of their non-Stunned characters.

- An Ability is available if its Ability token is on its respective slot of its Character sheet.
- The player may choose to not use any of their character's available Abilities.

Core Ability: A Character may use their Core Ability perform an Attack action or a Manoeuvre action, but not both, once per round.

- When taking an Attack action or Manoeuvre action, the player shifts the character's Core Ability token onto the corresponding symbol of the action they wish to take.

Manoeuvre Action: The player moves the character's Core Ability token onto the  symbol on their Character sheet, and then moves the character's token to any adjacent, unoccupied hex.

- A hex is unoccupied if there is no Character token or Obstacle marker () present.
- A character can move into a hex of any terrain type (Plain, Forest, Mountain, or Water).
- A character cannot move into their opponent's Castle hex, even if unoccupied.
- Two characters may not simultaneously perform a Manoeuvre action to swap positions.

Attack Action: The player may make an attack with their character by performing the following steps:

- A player can only use Attack actions to target an opponent characters, not their own.
- i) Declares the Core Ability's name and shifts their character's Core Ability token onto the  symbol on their Character sheet.
 - ii) Declare the target(s) that fall within Attack range.
 - iii) Calculate the character's Attack points, noting the conditions listed on the Character's sheet.
 - The attacking character gains 1 Attack point per  Effect token and loses 1 Attack point per  Effect token they have on their Character sheet.
 - iv) Calculate the Injuries dealt to each target by subtracting the target's Defense points from the attacking character's Attack points.
 - By default, each Character has 0 Defense points but the targeted character gains 1 Defense point per  Effect token and loses 1 Defense point per  Effect token they have on their Character sheet.
 - A character can never have their Defense points reduced below 0.
 - v) The opponent flips over Vitality markers () to the Injury side () on the character's sheet equal to the number of Injuries they have suffered.

Exile: If the character's last Vitality marker is flipped over the injured side, the character is exiled and the following steps are performed:

1. The player places their exiled character's token on their Castle hex.
 - If the player's Castle hex is occupied, they place the token on the corresponding character's sheet.
2. All Effect markers are removed from the exiled character's sheet and Vitality markers are flipped over to the Vitality side ().

- The character's Ability tokens are left on the Sigil of Time board.
3. The exiled character's Castle suffers 1 Damage; the Castle marker () is advanced 1 space on the owner's Castle track.

Support Abilities: A Character may use their Support Abilities as follows:

1. Declare the Support Ability's name.
2. Declare the target(s) that fall within the Ability's range.
3. Use the Support Ability as described on the Character sheet.
 - If the Ability is a One-Shot Action, immediately perform the action.
 - If an Ability initiates a move action and then applies an effect, the character must perform the move part of the action in order to apply effect.
 - If the Ability applies an effect, take the corresponding Effect marker from the supply, and place it on the targeted character's sheet.
4. Calculate the cooldown of the used Ability noting any conditions listed on the Character sheet and place the corresponding Ability token on owner's Cooldown area of the Sigil of Time board on the sector number equal to the determined cooldown time.
 - The cooldown of a used Ability is always 1 – 6 rounds; if the cooldown of an Ability is reduced below 1, place the token on the '1' sector, similarly if the cooldown is raised above 6, place the token on the '6' sector of the board.

3. **Control Phase:** Each Catapult Tower under the current player's control deals 1 Damage to their opponent's Castle.

- A player controls a Catapult Tower if their Control points in the Tower's control area (the Catapult Tower space and four connecting, adjacent spaces) exceeds that of their opponent.
- If players tie for control, the Catapult Tower does not damage their opponent's Castle.
- Only Catapult Towers under the current player's control fire during this phase, not those of their opponent.
- By default, each character, including Stunned characters, contributes 1 Control point but gains 1 Control point per  Effect token and loses 1 Control point per  Effect token they have on their Character sheet.
- A character can never have their Control points reduced below 0.
- For each Damage a player's Castle takes, their Castle marker () is advanced 1 space on the Castle track.