



2 TO 4
PLAYERS



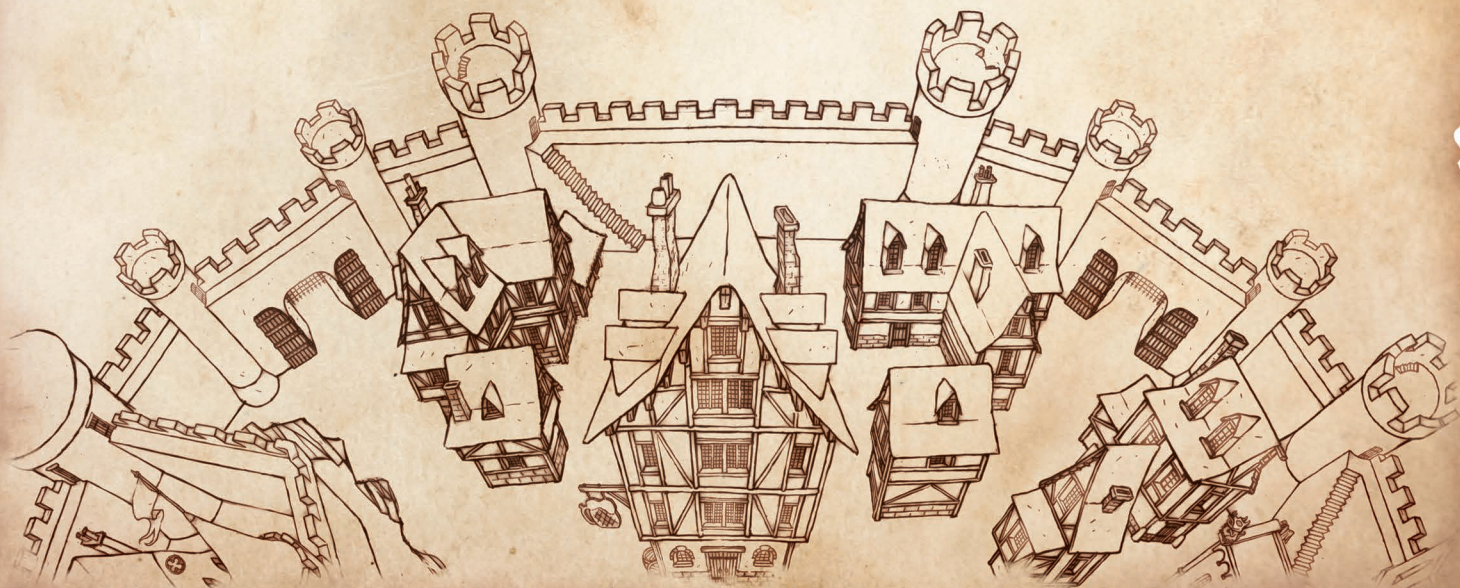
AGE: 12+



45-60
MINUTES

Henchmania

These are times of great unrest for the quiet medieval burg of Montfleury. The King must soon choose his new Bailiff and whoever is appointed will control the region in His name. As is tradition, the contending Lords must compete ruthlessly over the course of four days to secure the coveted position, stopping at no ruse or deceit to gain power. It is a merciless war of the wits and, like all wars, it has casualties: the Lords think nothing of sacrificing their loyal servants, the Henchmen, known throughout the land as much for their limited intellects as for their legendary devotion to their masters...





Introduction

Henchmania is a strategic board game where each player is a power-hungry Lord of one of the Four Families of the city. Your key to defeating your opponents: your loyal Henchmen, who will stop at nothing to execute your schemes, help you dominate High Places and crush the competition to win the game. Battle, intrigue, shameless self-promotion, groveling or slandering... no blow is too low to become the King's next Bailiff of Montfleury.


Box contents

130 cards - 32 pawns - 1 game board - 4 score meters
1 Badge of Honor pawn - 3 dice - 1 manual - 4 Help cards
1 day meter - 5 "Full" pawns

Goal of the game

Earn as many Prestige Points (**POINTS** ) as possible at the end of the 4 days or be the first player to reach 30 **POINTS** .

Setup

Each player picks a Coat of arms and retrieves the appropriate number of Henchmen pawns. All players start the game with 5 **POINTS**  on their Coat of arms.



Assemble the 5 city sites
in the order of your choice



Shuffle the 5 decks
of cards and place
them face down in
their respective sites

Discard pile

The player with the dirtiest fingernails starts playing.
If it's a draw, the youngest player starts.



The first player sets the **Badge of Honor** in front of him and becomes the first player for this round.

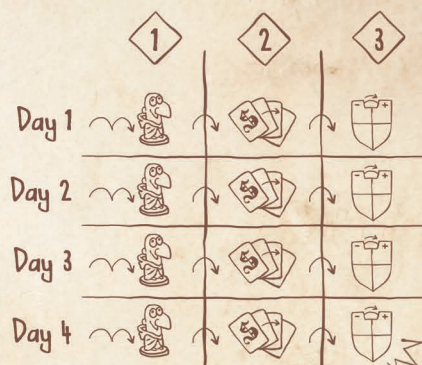
Playing the game

The game is played over four days, and each day is itself divided into 3 phases.

- 1 Place your Henchmen pawns
- 2 Play your cards
- 3 Start counting

At the end of the 4th day, the player with the most **POINTS** becomes Bailiff. If a player reaches 30 **POINTS** before the 4th day starts, he immediately wins the game.

Every day, repeat the 3 phases



The Seneschal is appointed!

1 Place your Henchmen pawns

Each player has 8 Henchmen pawns. The Lord in possession of the **Badge of Honor** is the first to play. He may place a Henchman on one of the 5 sites and immediately picks a card.

Rotating clockwise, the following players do the same. Repeat this setup until all players have placed all their Henchmen pawns, as to establish their starting hand for that day.

On each site, the number of available spots for the Henchmen pawns is limited:

2 players: 4 spots

3 players: 5 spots

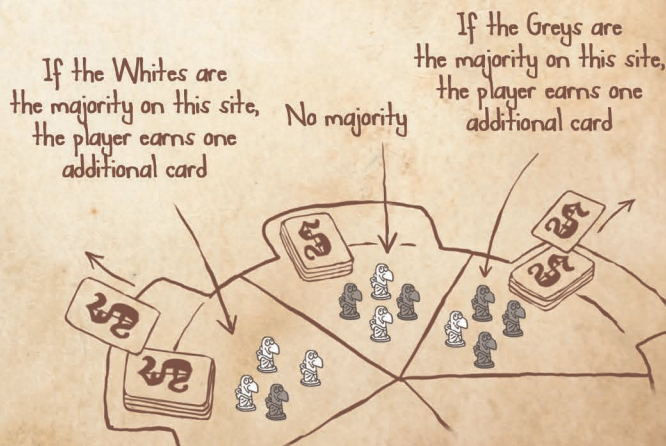
4 players: 7 spots

The player with the majority of Henchmen pawns on a site dominates it. There, he may draw an additional card. In case of a draw, no Lord dominates that site.

The players can then advance to the second stage of the day.



Set a Henchman pawn and immediately pick a card



2

Play your cards

When it is their turn, each player plays a card. The Lord with the **Badge of Honor** starts first. Each player can only play one card per turn. There are three types of cards:

◆ The Reserve cards

When a Reserve card is played, it's placed face up in front of the player. These cards are the Reserve and kept throughout the game. At any time, a player can decide to use its effects from their Reserve. The effect of a Reserve card cannot be used from the player's hand. A player cannot have more Reserve cards than Henchmen pawns. If he wants to play a new card, he must discard one already used.

1 The maximum number of this type of card allowed in the Reserve is shown on the card.

▶ The cards showing this icon are only played once a day. When its effect has been used, the card must be rotated horizontally to indicate it has been spent.

◆ The Action cards

When an Action card is played, its effect is immediate and the card is then placed in the Discard pile of its original site.

◆ The Trump cards

Each site has only one Trump card. A Trump card is an advantage for each player. It does not count in the Reserve and is immune to the effects on the Reserve cards. A player cannot have more than one Trump card. The player can only play a new Trump card if he discards the one in his possession.

If a player decides to stop playing, he forfeits his right to play more cards for that day, except for a Guard card or a blue card during a duel.

When all players have played, they must discard all the remaining cards in hand.

The players can then move on to the third phase of the day (page 6).

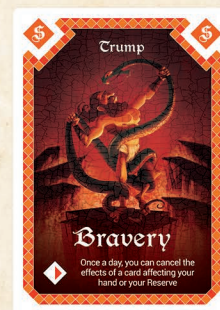
Check the Cards List (page 8) to know where to put your Henchmen pawns during the first few games.



Icon for Reserve cards



No icon



The Reserve cards are set in front of you



The Action cards have an immediate effect and must be discarded after using



The Trump cards are set next to the Coat of Arms



Exemple de Réserve durant la partie



In this example, the player has 4 cards in their Reserve and 1 Trump card which effect has been used

How to fight a duel?

When it's their turn, a player can challenge an opponent to a duel by playing the **Glove** card, making him an Attacker. The opponent may not refuse the duel and becomes a Defendent.

Step 1: What can you use to fight?

The Attacker must declare his weapon of choice for the duel:


- either by playing a blue card
- or fight bare-handed if the Attacker elects not to pick a blue card.


The Defender must declare his weapon of choice for the duel:

- either by playing a single blue card
- or with bare hands (if the Defender has not picked a blue card nor does not wish to play one for this duel)


Step 2: The dice roll

The attacker rolls 3 dice, corresponding to 3 hits.


Only the results equal or superior to the Attack value shown on their card are parried. With bare hands, the value is 


The defender rolls as many dice as successful hits. Only the results equal or superior to the Defense value shown on their card are parried. With bare hands, the value is 

Step 3: The outcome


If at least one hit is not parried, the Attacker wins the duel. If all hits are missed or parried, the Defender wins the duel. Immediately report the **POINTS**  on each Coat of Arms.


In case of victory for the Attacker:

+5 POINTS  for the Attacker

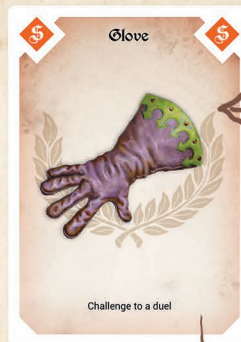
-1 POINT  by non parried hit for the Defender

In case of victory for the Defender:

+2 POINTS  for the Defender

-1 POINT  for the Attacker

After each duel, the played cards must be returned in the Discard pile of their original site.




You challenge your opponent to a duel



You can use the Axe!




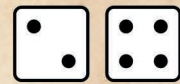
But he can defend himself

...
You roll 3 dice and have to score  or more





You are successful twice!

Your opponent tries to parry the 2 successful attacks. He has to score  or more



He only parries one

You win 5 
He loses 1 

3

Add the numbers

Starting with the Lord with the **Badge of Honor** and then in turn, the players report the **POINTS** from their Performance cards to their Coat of arms.

The Performance cards earn:

1 POINT if you only have one

3 POINTS if you have two different ones

5 POINTS if you have three different ones

Once all the **POINTS** have been reported to your Coat of arms, gather your Henchmen and pass the **Badge of Honor** clockwise to the next player.

The players can now start the first phase for a new day.

End of the game

At the end of the fourth day, the player with the most **POINTS** wins the game.

If a player reaches **30 POINTS** before then, the game is immediately won.

In case of a draw

In case of a draw between two players, they have to fight a duel. At their turn, they become Attacker and Defender. The one who inflicts the most wounds after the two fights wins. They can use the Reserve cards in front of them. In case of another draw, they have to fight another duel...

In case of a draw between more than two players, the game continues for another day.

Custom mode

You may choose a different number of days: 3 for a quick game or 5 for a long game. You may also decide to keep 8 Henchmen pawns with 4 players and in this case, the maximum amount of available spots is 7. Or you may want to lower the immediate win to **25 POINTS**.

Sent as Emissaries to The Castle, your Henchmen argue in your favor



Impress the King with your henchmen's performances and earn more prestige points for your Family!



Add up your Performance score

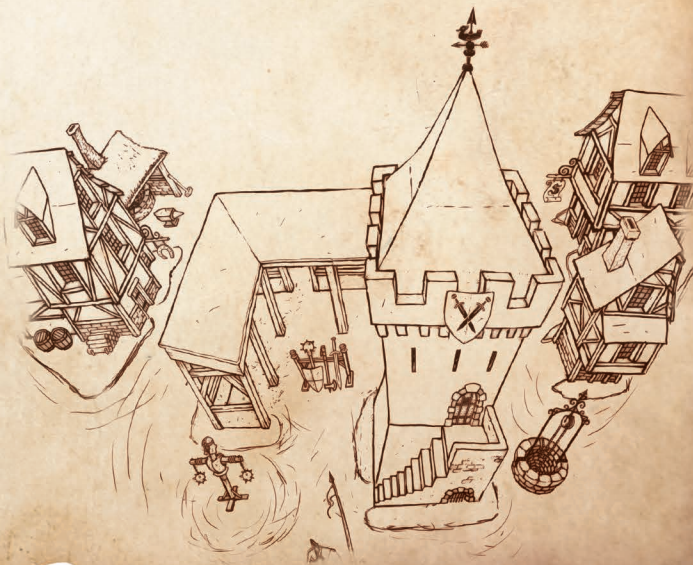


Call back your Henchmen





Move the Badge of Honor to the next player

Only the most prestigious will be elected Bailiff, make sure you are the one!



Precisions


If a player reaches **30 POINTS**  during Phase 2 (Play your cards), the game is immediately won. In case several players reach **30 POINTS**  during Phase 3 (Add the numbers), follow the instructions on page 6 "In case of a draw".

The cards with a benefit can only be played to your advantage. They cannot be used to help another player (e.g., Guard, Prayer, Holy Water).

Certain cards allow you to pick into another player's hand, do it to your advantage (e.g., Penitent, Trick). You can ask to see the cards' back before picking a card.

If you can move Henchmen on the board, do it to your advantage (e.g., Traitor). This way, you can rule a site or make an opponent lose their domination.

At any time, the players can check the Discard pile or the cards' back of their opponents.

The cards showing the icon  are played at your turn, instead of playing a card from your hand.

Apothecary Card: When you play the Apothecary card, you cancel a wound during the duel. Therefore, you can win the duel if you cancel the last wound of the Attacker.

Trump Cards: The Trump Cards are not counted towards the maximum number of cards in your Reserve. Therefore, you can have up to 9 nine cards down in front of you.

Porter Card: The Porter Card is played during the "Place your Henchmen". You can only use its effect once a day. Put the card on its side once its effect has been used.

Traitor Card: Whenever you play a Traitor Card, you immediately take the pawn. Therefore, your opponent immediately loses a spot in their Reserve. The next day, you use the pawn and draw the card but the pawn counts for your opponent when majorities are calculated.

Cards List

The Tavern



The Castle



Main Square



The Church



The Armory

